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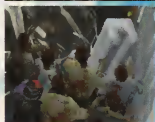
THE COMPLETELY UNAUTHORIZED

RESIDENT EVIL 2

PERFECT GUIDE

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Extra special thanks to masters of magic S-Corin and Karahost. Gerald's thanks: Chris, Matt, my mom, Mateo's thanks: To Rachel - "Always writing you know what", Jason, Rex, DAMES, Chad, Leah, for always making me with plastic blood. Matt's thanks: The entire team for making this book kick ass and kick it on time, the Department, Steve 22 (W.I.), only up to last three books who heard, MURDER, and everyone who realizes they're reading their respect while representing the collection... and, an... always, etc, count Chris, etc, etc.

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TRAINING

Welcome, fine gameplayer, to the Resident Evil 2 Perfect Guide Basic Training section! If you're a first time Resident Evil player, this entire section is an absolute must-read and you should study up here before you head into the walkthroughs. Even if you're a Resident Evil veteran, you may want to skim through these pages as they contain invaluable information on the best of the best gameplay strategies you'll need to win. Granted, some of this information is as basic as it gets, but there are a number of great tactics that you may not have previously considered. Don't forget to carefully peruse the Weapons and Monsters sections, which offer in-depth data you won't get anywhere else. And remember: don't just survive the Evil, conquer it!

LESSON 1: GAME STRUCTURE

• Easy Mode vs. Normal Mode

If you're a total beginner in the world of Resident Evil, you may want to start with the easy mode. It gives you much more ammo, and is just plain, well, easier than the normal game. But, we're assuming you're not a wuss and you want to have a real challenge. If that's the case, normal mode is the way to go. All strategies in this book are specifically custom crafted for normal mode! (Besides, many of the game's coolest secrets are unavailable in easy mode.)

• 1st Mission and 2nd Mission

Resident Evil 2 offers you a total of four exciting scenarios with the two main characters, Claire and Leon. Play through and beat one character's 1st scenario, and you will then be prompted to attempt the other character's 2nd scenario. This means you must beat Claire's 1st scenario in order to reach Leon's 2nd, and vice versa. You will only see the game's "true" ending when you beat the 2nd scenario.

• Zapping

Zapping refers to any action you take in one character's 1st scenario which somehow affects the other character's 2nd scenario. For example, if you take the submachine gun from the basement weapons locker but leave the sidepack, it'll be there in the 2nd scenario. Always be on the lookout for items and puzzles that might cross both scenarios. Zapping tricks can be found throughout the walkthrough pages!

• Rankings

The game ranks you on several factors: how quickly you beat the game, which weapons you use (the less powerful weapons are considered better), and how many times you save. More details are in the Secrets section.

LESSON 2: BATTLE TACTICS

• Running Away

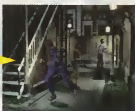
It's often better to run than to fight in the world of Resident Evil. You can run away from almost any enemy in RE 2 other than bosses; there are very few monsters that you absolutely must kill. The more enemies you run away from, the more ammo you'll have to fight the tougher monsters down the road.

The enemies that you'll want to run away from are enemies in areas that you'll never have to go through

again. Dodging an enemy doesn't save you ammo if



Since you never come back here, might as well just dodge these enemies.



you have to kill him later. When in major rooms and hallways, it's better to be safe than sorry, and elimi-

nate your foes permanently.

• Backing Up vs. Turning and Running

You can't actually back up and shoot at the same time; every time you take a shot you stop moving. Generally, backing up while shooting is a terrible proposition because almost every enemy in the game (even the slow, shambling zombies) can walk, crawl, or slither faster than you can back up and shoot.

So, if you've got one or more creatures breathing down your neck, instead of backing and firing, turn around and run for it to get some distance, then turn to face them again and start blatin'!



WRONG: Backing up while trying to fire will give enemies time to gain on you!

One of the dangers of turnings and running is that it will force you into a new camera angle where you can no longer see your enemy. When possible, try to keep moving until you're at least halfway across the new camera angle (to avoid a possible ambush when the enemy finally makes it to your camera angle), turn around, and fire off screen in the direction of the enemy. With auto-targeting on, this is a sure-fire way to hit the enemy from a safe distance. If you're tar-

getting manually, it's a bit trickier because the enemy is now out of sight, but it will work if you can remember where he was, and you can listen to the sounds of his groaning and falling for clues as to whether you're hitting or not. Either way, it's quite cool to kill an enemy who you can't even see. If you don't like shooting blind, you can always wait to shoot until they walk onto your camera angle. Just remember, never wait at the close edge of your angle or you'll get jumped!

• Damage and Range

While we've outlined all of the weapons for you, and included a monster section which tells you how many hits it takes to kill any monster with any weapon, be forewarned that a combination of range and outright randomness makes damage in Resident Evil 2 invariably unpredictable. Certain weapons, such as the Shotgun, are highly range dependent; it takes multiple blasts from a shotgun to fell a zombie at medium to



Leon's shotgun is devastating at close range.

far range, but only one at close range. Other weapons deal the same damage at any range.

Added to all this is just the fact that the hit points totals of zombies are not predictable or consistent in the world of Resident Evil, and while one zombie might go down with four pistol shots and stay down, another zombie who looks exactly the same as his brethren might take 8 bullets to put to rest. Just keep that in mind, because if you're counting shots and hoping the next one is going to do the trick....our advice is, don't count on it. It's better to assume the worst and adopt a move and shot, move and shoot strategy, instead of standing your ground and hoping you can pump in enough lead before they get you. Other enemies do have consistent totals, but slightly missing an enemy with a range dependent weapon like a shotgun or grenade launcher may give the impression that you've scored a direct hit when you haven't. The point is, you'll need to be ready for anything.

When deciding whether to shoot at enemies from far or close, be aware that certain weapons have the ability to hit multiple targets. For instance, the bowgun shoots a spread of three bolts, which can fan out to hit three targets at once from a distance, or can bunch together to impact one large target at close range. Similarly, the Shotgun can hit several enemies at once if they're close together, and explosives like acid and fire grenades can hit enemies for less damage on the fringes of their explosions. Composite (regular) grenades can kill up to 5 zombies within their spread.

• Targeting and Aiming

If you enable the auto-targeting option, the game will automatically aim your gun at any enemy within range. This makes the game easy for beginners. However, be aware that auto-targeting will pick the enemy for you if there are several on-screen, and sometimes it will pick an enemy that is not necessarily the greatest threat. If this happens, you can either

toggle between enemies by pressing L1 or by turning your character to face the target of your choice. Keep in mind that if you release the Aim button (R1) and then press it again, the game will switch back to choosing the enemy it originally wanted instead of reverting to the one you forced it to! This can be a slight exercise in frustration, especially if the game chooses a far-away enemy when there's one breathing down your throat. And besides, real men (and women) use manual targeting.

Another key point about auto-targeting is that it only works on a left-to-right basis, and not up and down. This means if an enemy is above or below you, you still must hold up or down respectively to get your gun to lock onto them. And of course, if you have auto-targeting off, you must manually aim at the enemy on both the horizontal and vertical axis. Some guns can't be aimed up and down, but usually the ones that can't (such as the Spark Shot) cover such a wide range that they'll actually hit ground-based enemies that require down-aiming with lesser weapons.

Aiming down is especially important against enemies such as Lickers and crawl-



You don't have to aim down on low enemies with the Spark Shot.



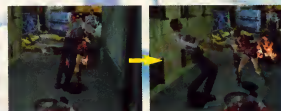
If you've got a zombie down on its back, don't show mercy. Aim down and fire 'til it's dead!

ing Zombies. You can aim down to hit Zombies you've knocked down, sparing you the

trouble of having to shoot them when they get back to their feet. Finally, be aware that aiming up and down can have special results at point-blank range. Aiming up at point-blank range with the Shotgun results in a one-hit zombie decapitation.

• Zombie Tossing

One new aspect of Resident Evil 2 is that after being bitten by zombies, you automatically throw them off. But is it really automatic? By wiggling the control pad rapidly, you can shake off the zombies more quickly. Leon and Claire push away the zombies automatically after their necks have been bitten twice. But those with strong thumbs and fast reflexes can toss the



Always, always, always shake out! Less damage, faster recovery time, and a new dance step.

zombies away after being bitten only once.

Not only does this cut the amount of damage the zom-

bies do to you by about one third, it also gets the zombie off of you much faster. Your throw is faster and harder, allowing you to knock more oncoming zombies away, and do it sooner. It's a win-win situation; When the zombies grab you, always try to resist.

• Listen and Look

Resident Evil 2 gives you audio and visual clues about the enemies' whereabouts and well-being. Always listen for these clues. Most monsters make distinctive sounds (zombies groan and make a nasty dragging sound, crows caw and flap their wings, lick-ers breathe deeply, dogs tap their claws against the pavement). So if you listen carefully, you can often tell when evil is around the corner. On top of this, enemies make different sounds when they are simply running around, when they're hit, and when they're killed. Listen for and recognize the hit reaction sounds (such as the dogs' yelps) as well as the death sounds (such as the dogs' final mournful scream) so you'll know if your shot simply connected or if it scored a kill.

Similarly, you can often tell when a monster is dead if a pool of blood forms around their body. If you knock an enemy down but they don't start bleeding,



No nasty pool of surrounding blood? Well he's just not dead, Jim!



The red pool of thick, thick you can blood tells you he's a dead often tell zombie, not a doctor. when an enemy dies

by its death animation. For instance, when a Plant dies, it rears up and spreads its limbs, looking as if it's ready for an attack, but in reality it's about to fall over dead.

Another great clue the game gives you is its frightful music. If you hear some ominous tune start playing, you know a fight is about to take place, so get ready. If you're in the midst of a fevered battle and the music stops, then the encounter is probably over, but be aware that occasionally one leg-grabber will be left among the pile of zombies. Always double check for their blood spills.

• Camera Angles and Terrain

Your ability to fight (or run) effectively is vastly affected by the layout of the game screen. Some camera angles are far more advantageous to your health than others. Bad camera angles might present you in a close, cramped environment, or make it hard to see yourself because of enemies moving around in front of the camera. Good camera angles (usually the ones with an overhead view and smaller character images) allow you lots of freedom of movement, and nothing that obstructs your view of the action. If you find yourself fighting a horde of enemies in a bad camera angle, you can often run off the screen to a good camera angle, wait for them to appear, then fight back.

You always want to be cautious when changing camera angles, especially if you hear an enemy's distinctive sounds. Enemies are often placed to ambush you just as you change camera angles, so when you do, be ready to fight, run, or even retreat back to the previous camera angle to buy some distance.

Certain areas contain terrain which can be used to your advantage. For instance, you can sneak behind large objects such as desks which zombies can't pass or walk over. While behind the desk, if you have a clear line of fire, you can shoot with impunity.

Another example of smart terrain use is to stand just behind a corner when faced with a Licker. This way it can't do its far more damaging jumping attack, and will have to waddle up to you before it can use its



Sometimes, you can use the terrain and/or camera angle to your advantage. Hit enemies from places where they can't touch you!

weak close-range attacks. When fighting lick-ers, this is exactly where you want them to be.

• Knife Fighting

Granted, the Knife is a weak weapon. In fact, it just completely sucks. It's only there for two reasons: if you're facing an enemy you must kill (i.e. you can't run away from them) and you've run out of all other forms of ammo, or, if you're a mad skills-based player and you're just so damn good at Resident Evil that you can toss down enemies with only the knife (if that's the case, why are you reading the training section?). But assuming you're knife-ing a must-kill enemy with no ammo to your name, here's your best bet. Try to take advantage of the room you're in by sticking and moving. Take 2 or so quick knife stabs from a medium distance, then back up, turn, run around, and reposition yourself for another 2 stabs.



Stab, stab, retreat. Stab, stab, retreat. In the rain or in the snow...

If you try to duke it out without backing off in this manner, you're sure to fall to all but the weakest enemies. Even zombies must be dealt with carefully in a knife fight, because they can take 27 stabs to kill! Always make sure you have some arm room to take your stabs; if you're in close quarters, your knife will bounce harmlessly off objects and make a frustrating "cachink" sound.

• Rapid Reloading

You can reload automatically in the game just by hitting the fire button when you're out of bullets, but this causes your character to get stuck in a reload animation, giving the monsters a precious few seconds to gain on you (or disembowel you). Horrors! Instead, simply keep track of how many bullets you have, and just before or just as you run out, enter the



Reloading during gameplay can cause you to get into some sticky, bloody, guts-splashing situations. As in, your guts. Use the sub-menu's Combine command to reload instead.

option screen and Combine the appropriate ammo into your gun. Presto! You've reloaded with no

costly delays. This is especially important with the shotgun, which doesn't hold much ammo and takes



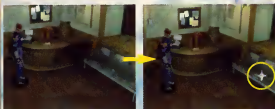
With its ability to hold an infinite amount of one type of ammo, the Grenade Launcher is a superb inventory space saver! Oh yeah, it's also a decent weapon.

ammo, Claire's Grenade Launcher is the lone exception and can hold an unlimited amount of ammo (but of only one type). This enables you to free up a little extra inventory by holding your entire stock of one type of ammo right in the barrel. If you want to swap to a different type, simply Combine it into the Grenade Launcher and your previously selected rounds will appear in your inventory.

LESSON 3: SEARCHING ROOMS

• Glittering Objects

All that glitters is definitely gold for you in Resident Evil 2.



When you enter a room, wait to see if stuff will start glittering. Glittering is a good sign. It means, you've found an item!

Whenever you change camera angles in a new area, look around for at least 5 seconds to see if you can spot a glittering object. Without exception, anything that glitters is an item you need!

• Papers = Files

Okay, let's be honest here. You really don't need to read the vast majority of the files in Resident Evil 2; they usually contain little more than amusing backstory. However, a few contain important clues or even numeric combinations that you'd never obtain otherwise, so you might as well fill up your file book. Any area in the game that contains piles of paper and looks like it has a file, probably does.

• Burn, Baby, Burn

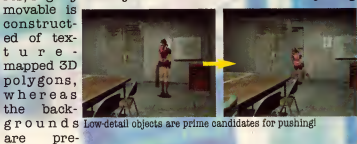
Sometimes, if all else fails and you're really stuck, the answer is fire. If something looks like it can be lit, it probably can. The lighter and the Grenade Launcher (equipped with fire rounds) are your tools of ignition.

• Push the Action Button

It's the oldest and most boring trick in the book, but it works. If you think there's an item you're just not finding, walk next to suspicious-looking areas and push the action button repeatedly. Sometimes being a step off can mean the difference between getting and not getting an item, so don't be embarrassed to walk across and rub up against that part of the game screen while jamming on the action button. It's a good way to find stuff, or eliminate that area from consideration. Also, don't be afraid to "Use" items in places you think they go.

• Movable Objects

You can tell if an object is movable if it has a low-res, slightly chunky look to it. That's because anything



Low-detail objects are prime candidates for pushing!

constructed of texture-mapped 3D polygons, whereas the backgrounds are pre-rendered 2D scenes and therefore much more detailed. If you think an object is movable, walk into it to see if you can push it. Keep walking into it for a few seconds; sometimes it takes a moment to get your character to switch from walk mode to push mode.

• Look Above, Below, Behind, and Inside

Sometimes goodies can be hidden in out-of-the-way places. Well, you wouldn't just want the game to hand you everything on a silver platter would you? Would you?! Look above, behind, below, and inside objects in your quest to find the goods. Leave no stone (or skull) unturned. Frequent use of the action button is advised.

LESSON 4: ITEMS AND INVENTORY

• Magic Boxes, Ink Ribbons, and Saving

In scattered spots throughout the game, you'll encounter "safe rooms" containing a magic box and



It had an ink ribbon. I would save my progress...

ink ribbons, typewriters, and magic boxes, oh my!

typewriter. The box enables you to offload excess inventory and save it for later. Any item you place in a magic box can be retrieved from any other magic box in the game. How do items warp from one box to another? Magic, I tell you.

The typewriter enables you to save your game, provided you have an ink ribbon. Since ink ribbons can be in short supply, you probably don't want to save after every accomplishment. At the same time, nothing's more frustrating than losing 20+ minutes of intense gameplay. The first time you play through the game, your best bet is probably to save the game every time you reach a new typewriter. Just be careful not to save the game if you've used up so much of the healing items and ammo in the game that you can't get through the later areas; this would constitute a "dead game," where you've depleted so many of the game's resources that it's impossible to finish.

• Only the Basics

Try to keep your inventory slim and trim, and store anything you don't currently need in the chest. Pick out only a few weapons (resist the temptation to imitate a walking tank), and stick to the items you know or think you'll need to get through that particular area. You usually don't need to bring ink ribbons with you, because there's a chest at almost every save point in the game (enabling you to simply grab the ink ribbon when you need it). Also, keep your healing supplies limited; in fact, you may not want to bring any with you as you'll probably find an herb or health

spray along the way.

The reason you need to keep your inventory slim is simple: there are so many items in the game, that you'll run out of spots quickly as you find more. In fact, you may often want to pass up lesser items (such as herbs) to ensure you'll have slots open for key items. You can always come back to them. In general, you want to keep at least 2 slots open at all times, especially early in the game when you're constantly picking up key items.

• Combining Items

The seemingly mundane Combine command is actually a multi-faceted feature of happy good feelings. In addition to being the key to fast reloading, Combine can also be used to upgrade your weapons. If you find the Handgun parts, Shotgun parts, or Magnum parts with Leon, you can Combine them into the Handgun, Shotgun, or Magnum respectively to turn them into Customized versions which are even leaner and meaner than before. (Note: Whenever you customize a weapon, the game automatically refills it with full ammo! Keep this in mind when you find parts.)

Combine can put items together to form a key item you need to get through a certain area. If two things seem like they go together, give it a try. If you come up with peanut butter and chocolate, presto, Reese's! If you were wrong and it was oil and water, no harm, the game won't let you do it.

Finally, Combine is the key to mixing herbs. (See the Herb section).

LESSON 5: MEDICINAL THEORY

• Damage, Caution, and Danger

When you want to heal in combat is mainly determined by the monster's damage-dealing capabilities. With enemies that do light damage, you can probably wait until your status is in the danger zone to heal. Against enemies who do medium to heavy damage, you probably don't want to take any chances and heal after you reach the caution zone. Finally, against enemies who do critical damage (which kills in 1 to 2 hits), if you survive the first hit, heal immediately.

When your character reaches the caution zone, they will clutch a body part in pain, walk slower than



usual, run slower than usual, and weave while they run. When they reach the danger zone, they will limp severely, drag a limb, walk at a snail's pace, and be unable to run at all. The restrictions imposed on movement might cause you to want to heal immediately when you reach caution, because full-speed running is invaluable against many enemies such as the Alligator boss. (The "weaving" effect imposed by caution can be a killer.)

The handicaps are useful visual clues to tell you when to heal, but don't rely solely on them. If you are attacked in rapid succession by a powerful enemy or a group of weak enemies, you can go from fine to danger to death before you even see a visual change in your character's status. Check the menu often, especially against bosses, and eye your status closely. Sometimes, in the heat of battle it can be surprisingly hard to hit the menu button, because it's disabled whenever you're taking a hit, so it's better to hit the menu button sooner rather than later.

• Mixing Herbs

There are three types of herbs available: the blue herb, which cures the poison condition (if you're poisoned, you'll quickly lose health until you hit danger, so it's advisable to counteract this, and you can't heal while poisoned); the green herb, which restores a little health (approx. one third as much as a health spray); and the red herb, which is a mixing herb to make other herbs stronger. Here's a list of all the possible herb combinations:

	+		= restores a little health, cures poison		
	+		= restores moderate health		
	+		= restores full health		
	+		+		= restores moderate health, cures poison
	+		+		= restores full health
	+		+		= restores full health, cures poison

MAPS LEGEND

Throughout this book's walkthroughs you'll find maps of the various areas. The item callouts should be fairly self-explanatory. When you look at a map, be aware that each one is customized to that part of the walkthrough. Therefore, light areas are the parts covered on that page, and you will need to go there; slightly darkened areas can be explored, but there's no reason to do so at that point of the walkthrough; and dark areas are inaccessible at that point of the walkthrough.

LIGHT AREAS: Explore Now

MID-DARK AREAS: Can explore, but not yet covered

DARK AREAS: Currently inaccessible



MONSTERS

LEGEND WEAPONS: Each monster box contains data on how many hits it takes to kill it with every weapon in the game. The Grenade Launcher has three numbers, which indicate its three ammo types: grenades (green), fire (red), and acid (yellow). Note that the numbers can greatly be affected by range and randomness. N/A means weapon not yet available.

ENEMY ATTACKS: The monster's attacks are catalogued by range (close, mid, and far), A light attack kills you in 9 or more hits; a medium attack kills you in 6 - 8 hits; a heavy attack kills you in 3 - 5 hits; a critical attack in only 1 - 2 hits.

NOISES: Monsters make distinctive sounds; listen so you'll know if they're near.

COLOR CODES: Normal monsters (blue); bosses (red); special enemies (orange).

Knife	Handgun	Shotgun	Cat Shotgun	Bowgun	Grenade Launcher
Re-Molotov Gun	Magnum	Cat Magnum	Spark Shot	Flamethrower	Rocket Launcher

CROW

While crows are surprisingly easy (fun, too!) to hit with the Handgun or Submachine gun, especially with auto-targeting on, the best strategy is to simply run past them. If you slow down they may be able to trap you with their rapid fire pecks, allowing the light damage to add up. Better to conserve ammo and run.

1	1	1	1	1	1
12%	1	1	1	1	1



CLOSE ATTACKS: peck (light)
ACTIONS: flies around rooms and chases you; extremely fast
APPEARS: both missions
NOISES: flap, caw

ZOMBIE

Zombies come in a variety of flavors in Resident Evil 2. There are eight zombie "types" in the game as depicted on the right. Zombies that start out standing will grab you, lunge for your feet, or occasionally vomit. Those that start out crawling can only lunge for your feet. When you're in open spaces and you don't have to fight, their sluggish speed makes them easy to evade. When you're in a confined space, try to use the handgun to conserve more precious types of ammo, but in close quarters you may need to pull out a Shotgun, Bow Gun or Magnum for a quick finish. Aim up with the shotgun for a decap, or mid to blow out their guts (occasionally leaving the torso alive to pursue the attack.)

\$7.33	4-8	1-2	1-3	1-3	1-3
4%	1	1	1	1	1

CLOSE ATTACKS: bite (medium)
MID ATTACKS: vomit (light), lunge (medium)
APPEARS: both missions
NOISES: moaning, groaning, and dragging feet



CERBERUS

It's possible to run past dogs, but you'll need to be an expert at evasion tactics. Single dogs are easy to get into handgun looks, but multiple dogs may require more extreme measures, like the Shotgun. A well-aimed point-blank Bow Gun shot is good for a one-shot kill. Learn to distinguish between "hurt" and "dead" yelps.

3	3	2	2	3	1-2
2%	1	1	1	1	1



CLOSE ATTACKS: jumping bites (light)
ACTIONS: scampers around the room and targets you; extremely fast
APPEARS: both missions
NOISES: barking, scampering sound

WEB-SPINNER

These arachnids look nasty and act the part, but it's almost never necessary to fight them. Evade when possible, but watch carefully for the occasional acid spit if you get within close range or they get above you. When you do need to fight, their large size makes them an easy hit with the Shotgun or Bow Gun.

3	0.7	0.5	1	1	1/2
4%	1	1	1	1	1



CLOSE ATTACKS: fang bite (medium)
MID ATTACKS: acid spit (medium) (poisonous)
APPEARS: both missions
NOISES: a low, rapid thrumming bass sound

LICKER

If you're low on ammo or want to conserve ammo, run. If not, use the Shotgun or a more powerful weapon, which can blow the Licker onto its back. This will give you the opportunity to land free hit(s) as they recover.

1-4	3	3	1	1	1
4%	1	1	1	1	1



CLOSE ATTACKS: ground slice (light), tongue whip (light)
FAR ATTACKS: jumping slash (critical)
APPEARS: both missions
NOISES: clattering (like claws on a tile floor)

LICKER-B

Later in the game you'll meet a differently-colored version of the Licker. These special lickers are almost exactly the same as the normal Licker, only they take more hits (in general) to kill. Note that if you have the anti-B.O.W. gas turned on, their power is severely reduced.

16	12	4	3	3	1/2
2%	1	1	1	1	1



CLOSE ATTACKS: ground slice (light), tongue whip (light)
FAR ATTACKS: jumping slash (critical)
APPEARS: both missions
NOISES: clattering (like claws on a tile floor)

MONSTERS

MOTH

These guys have a lot of stamina, but aren't as dangerous as you'd think. Most of their attacks are limited to close combat, so use your strongest weapon for a quick dispatch from afar. For Leon, the Custom Shotgun is a top choice. For Claire, Incendiary Grenades.



CLOSE ATTACKS: head bite (medium), poison wing fog (light) (poisonous).
FAR ATTACKS: moth charge (light).
APPEARS: both missions
NOISES: none, you'll see it before you hear it!

26	24	10	6	7 (dodge)	7/10
10%	4	3	1	100%	38%

MAGGOT

Maggots tend to hang around moths and are generally just a distraction. You can kill them with one hit of any weapon. You can even smash them with your feet for free.



CLOSE ATTACKS: acid spit (light)
APPEARS: both missions
NOISES: crawling

1	1	1	1	1	1/1
18%	1	1	1	1	1

COCKROACH

You'll encounter these pesky creatures in the wind tunnel. If four or more can cling to you at once, you'll die instantly. Otherwise, their biting attacks are harmless. You can kill them with any weapon, step on them, or (safest of all) simply run past them without fighting.



CLOSE ATTACKS: cockroach bite (no damage), swarm of four (instant kill)
APPEARS: both missions
NOISES: clattering

1	1	1	1	1	1/1
1	1	1	1	1	1

PLANT

The long range attack these guys have is fast, hits a wide area, and is poisonous, making plants particularly dangerous. Luckily they have a serious weakness to fire, so have Leon rush 'em with the Flame Thrower (they usually seem too stunned to fight back when you try this). For Claire, it's all about Incendiary Grenades.



CLOSE ATTACKS: nab 'n' grab (heavy)
MID ATTACKS: plant whip (medium)
FAR ATTACKS: poison spit (medium) (poisonous)
APPEARS: both missions
NOISES: hissing

27	21	4	4	3 (dodge)	7/4
14%	4	2	1	15%	8%

MUTATION ONE

As long as you have a gun and you're fairly proficient at running, this guy is a snap, but be aware that the third hit of his slow pole strike combo can kill you in one hit, so if he hits you once, get up and run quickly. Since he swings his pole wildly in his death throes, always make sure your final hit occurs at a distance.



CLOSE ATTACKS: pole strike (medium), downward pole smash (instant kill).
APPEARS: 2nd mission

34	33	9	1	11 (dodge)	7/6
30%	1	6	1	1	1

MUTATION TWO

Use a fairly powerful weapon on this beast. If encroached by his children, wiggle the pad 'til they drop. Use Claire's Acid Rounds with the Launcher for an easy kill, or normal rounds to hurt both him and the huggers. For Leon, it's gotta be the Magnum.



CLOSE ATTACKS: slow wind-up punch (heavy), ground gas (light)
FAR ATTACKS: "my babies" (medium)
APPEARS: 1st mission

40	31	10	1	12	7/5
30%	7	1	1	1	1

ALLIGATOR

Your most important strategy is to hit him while he turns the corners, and never stop when he's within a straight charge of you. If you do get trapped, he can kill you in one chomp. No matter how many times you hit him, the Alligator only dies in the final screen, so save some ammo for when you draw him there.



CLOSE ATTACKS: chomp (heavy, but critical in the corner)
APPEARS: both missions
NOTE: There's a special way to kill him listed in the SECRETS section.

not listed	16	9	7	11	7/10
20%	6	1	1	1	1

MUTATION THREE

Dodge and shoot him with your best weapon until you get him weak. Once he's weakened, you can go in at point blank range and slaughter him. Note that in the weapons data boxes below, the first number indicates how many hits it takes to weaken him, and the number after the bullet (•) is how many hits it takes to kill.



CLOSE ATTACKS: grab 'n' slice (light), chest-lifter (heavy).
MID ATTACKS: double slice (light)
APPEARS: 1st mission

32 • 7	28 • 5	10 • 2	9 • 1	16 • 2	7/5
20% • 4	9 • 1	1	1	1	1

INDEX

MUTATION THREE 1/2

Dodge and shoot him. You must avoid his combo at all costs, so keep an eye on his arms. If he walks forward with all four arms up, he is going to try it. If you avoid the first hit of the combo, he will not follow through with the rest of it.

46	34	14	10	16 (close)	1/12
50%	10	N/A	50%	N/A	4



CLOSE ATTACKS: 4-hit combo (critical), running slash (medium)
APPEARS: 2nd mission

MUTATION FOUR (1st form)

Basically a less aggressive version of Mutation Three 1/2. Back up while unloading into his abdomen. This boss isn't too tough in this form. (Note: Leon's Flame Thrower works well on this form, as it stuns him between hits, giving him no opening to counter attack!) Save your best ammo for his more dangerous second form.

17	12	6	15	9	1/2
22%	1	6	50%	20%	1



CLOSE ATTACKS: punch (light), 2-hit combo (medium)
APPEARS: 1st mission

MUTATION FOUR (2nd form)

Seek refuge in a corner of the room and nail him as he runs around you. Or, just run around while firing in his direction. Targeting him from off-screen is very effective, if you're skilled at that trick. You often have to manually aim up to hit him when he's jumping around. Anticipate his jumps and don't get caught.

36	25	11	9	16	1/9
36%	7	6	100%	100%	3



CLOSE ATTACKS: chew 'n' spit (heavy)
FAR ATTACKS: charge (medium)
APPEARS: 1st mission

FINAL MUTATION

When he first appears, turn around and run to the top right corner of the screen. Then turn around and unload with your best weapon. When he dies, don't get too close or his flailing could take you with him. Then sit back and get ready for an amazing ending!

10 (close)	39	14	7	11	1/8
32%	9	7	1	55%	88%



CLOSE ATTACKS: chomp (heavy)
MID ATTACKS: tentacle whip (light)
APPEARS: 2nd mission

TYRANT-103

1st/2nd/4th/5th/6th fights

Keep your distance and crank his hide full of hot lead. Don't let him get too close. Be sure to refer to the weapon chart below! While you can run away from him, it's often better to kill him to pick up some hot ammo. (His 6th appearance is exclusive to Leon.)

33-51	19	7	5	7 (close)	1/4
14%	4	N/A	55%	N/A	1



CLOSE ATTACKS: clothesline (medium), overhead smash (heavy), Balrog punch (heavy)
APPEARS: 2nd mission
NOISES: none until he's on your screen, but listen for music change

TYRANT-103

3rd fight

The third time you meet the T-103 (assuming you follow the path in our book's walkthroughs; this might be the fourth time if you take a different path), he's more powerful than usual. It will take more shots than ever to fell him.

41	26	8	N/A	9	1/6
18%	6	N/A	N/A	N/A	1



CLOSE ATTACKS: clothesline (medium), overhead smash (heavy), Balrog punch (heavy)
APPEARS: 2nd mission
NOISES: none until he's on your screen, but listen for music change

TYRANT-103 (final form)

Every time you shoot him, run around to change the camera angle. Don't stay in one place or he'll charge and swipe you. Run away, fire, run away, fire, and eventually the key to defeating him will be yours. The numbers below for all weapons but the Rocket Launcher indicate how many hits 'til that "key" is yours.

10 (close)	18	6	3	4 (close)	1/2
10%	1	3	3	20%	1 (close)

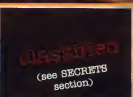


CLOSE ATTACKS: 2-hit slash combo (medium)
FAR ATTACKS: charging claw (medium)
APPEARS: 2nd mission

BRAD VICKERS

Brad Vickers is a special, super-powered zombie for those with true skill. Your best strategy for an immediate kill is to trick him into lunging for you so you can smash his head. If you want to use lead to kill him, go grab the Shotgun, come back, and aim at his head for a 1-shot decap.

110-182	20-22	7 (far)	N/A	3 (close)	1/2
10%	1	N/A	N/A	N/A	1



CLOSE ATTACKS: bite (medium)
MID ATTACKS: ankle lung (medium)
APPEARS: both missions
NOISES: moaning and groaning

WEAPONS

LEGEND

USER: who can use the weapon
CLAIRE's weapons are color coded red,
Leon's are colored dark blue,
and weapons for both are colored purple
 (Note: both weapons Ada, Hunk, and Tofu can
 use are discussed in their walkthrough areas.)
AMMO: type of ammo the weapon uses
HOLDS: max # of shots it can hold
RATING: rated according to damage and
 usefulness, from one (worst) to five stars
PROPERTY: special functions and uses

The description for each weapon
 provides a general overview of
 what the weapon does, when it's
 best used, and how it compares to
 other weapons. Pictures of the
 weapon and it being used during
 the game are shown.

HANDGUN



USER: Leon, Claire
AMMO: 9mm bullets
HOLDS: 18 (Leon)/13 (Claire)
RATING: ★★
PROPERTY: basic gun;
 standard survival tool



Leon uses the Heckler & Kotch VP 70, while Claire is
 equipped with the Browning HP. While they have dif-
 ferent capacities (13 for Claire, 18 for Leon) they're
 identical in other respects. The Handgun is effective
 on solo or small groups of Zombies, but you'll have a
 hard time beating bigger enemies like bosses or
 plants. Due to its weak damage, you'll need to master
 shooting and moving. The Handgun is especially
 important to Claire, as she has less powerful
 weapons to gain along the way and must take this
 with her from start to finish.

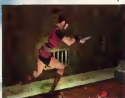


KNIFE



USER: Leon, Claire
AMMO: N/A
HOLDS: N/A
RATING: ★
PROPERTY: stab enemies
 in hand-to-hand combat

The only time you'll want to use
 this basic weapon is against
 Zombies or lesser enemies, and
 rarely at that. Practice taking one
 or two swipes from a safe distance,
 retreating, and
 repeating.
 Generally, even
 running is a
 better option
 than knife-fight-
 ing.



CUSTOM HANDGUN



USER: Leon
AMMO: 9mm bullets
HOLDS: 18
RATING: ★★1/2
PROPERTY: fires in 3-
 shot bursts

Add the Handgun parts to Leon's
 pistol and you'll gain the option of
 firing manually or in up to 3-shot
 bursts in auto mode. (Tap lightly for
 1, a moment for 2, and hold for
 3 shots.) Its
 speed makes it
 very effective,
 but be careful
 not to fire more
 than you need
 to.

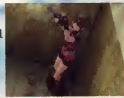


COLT S.A.A.



USER: Claire
AMMO: 9mm bullets
HOLDS: 6
RATING: ★★1/2
PROPERTY: rapid fire

You'll only get this weapon if you
 figure out how to change costumes
 with Claire (see SECRETS section),
 but it's a real doozy. Though it only
 holds six rounds (it uses regular
 handgun
 ammo), this old
 west style pistol
 fires and
 reloads with
 astonishing
 speed.



SHOTGUN



USER: Leon
AMMO: shotgun shells
HOLDS: 5
RATING: ★★★
PROPERTY: close range-
 high damage, 1-hit decaps

Use this against monsters such as
 spiders and the second boss. At
 point-blank range, the Shotgun's
 murder on zombies. Aim up to blow
 off their head (1-hit kill), or mid to
 shoot out their
 chest (rarely,
 but occasionally,
 leaves their
 torso to crawl
 after you).



CUSTOM SHOTGUN



USER: Leon
AMMO: shotgun shells
HOLDS: 7
RATING: ★★
PROPERTY: more ammo
 and power than Shotgun

Leon can upgrade his Shotgun by
 adding the Shotgun parts. It packs
 extra power (it does the same dam-
 age as the Magnum) and holds
 extra ammo, a valuable feature.
 Use this as your
 regular weapon
 once you get it.



BOW GUN



USER: Claire
AMMO: bolts
HOLDS: 18
RATING: ★★1/2
PROPERTY: 3-shot spread
 at an angle

This weapon fires three arrows in a
 spread, which can hit multiple zom-
 bies at once. At close range all 3
 bolts can connect against large
 opponents such as bosses, doing
 heavy damage.
 From farther
 away, only 1
 might connect,
 doing less dam-
 age but hitting
 more targets.



INDEX

GRENADE LAUNCHER



USER: Claire
AMMO: flame, acid, grenade
HOLDS: whatever you've got
RATING: ★★ ★★
PROPERTY: powerful multi-use weapon



This is really a 3-in-1, as it can hold three different types of rounds. You can jam an unlimited amount of one type into the barrel, saving some inventory space.

Grenade Rounds: Travels a short range but explodes on the ground. Its wide range can hit multiple targets

Flame Rounds: Fires a flame ball for a short distance and leaves a flame trail on the ground. Toasts plants to a crisp. Can hit multiple targets to a limited extent.

Acid Rounds: Use these rounds against most bosses. Generally the most powerful rounds, and especially good vs lickers!

SUB MACHINE GUN



USER: Leon, Claire
AMMO: machine gun bullets
HOLDS: %based
RATING: ★★ ★★
PROPERTY: rapid fire capability

Though it's not a damage powerhouse, the Sub's awesome rapid-fire capability and ease of use makes up for it. Lots of fun for mowing down groups of zombies from a distance, and it's effective on lickers, but its lack of damage makes it less effective on later bosses.



MAGNUM



USER: Leon
AMMO: magnum bullets
HOLDS: 8
RATING: ★★ ★1/2
PROPERTY: single zombie decap in 1 shot

Use this weapon to kill most bosses. This gun will get you through almost any difficult, combat intense part of the game. The Magnum has the skillful capability to blow off a zombie's head from any range (unlike the Shotgun, which must be fired close for a decapitation).



CUSTOM MAGNUM



USER: Leon
AMMO: magnum bullets
HOLDS: 8
RATING: ★★ ★★
PROPERTY: multi zombie decaps in 1 shot

Use the Magnum parts to create the most damaging weapon other than the Rocket Launcher. You can use it to decapitate multiple zombies (as long as they're bunched up or in a straight line) in one shot, whereas the regular Magnum can only hit one head per shot.



SPARK GUN



USER: Claire
AMMO: electric power
HOLDS: %based
RATING: ★★ ★1/2
PROPERTY: electrocutes enemies with tazer beam

This weapon kind of sucks... It takes two slots, fires slowly, and does only moderate damage. It is very forgiving with aim (it can hit ground based enemies from any range), but generally not very effective against strong enemies.



FLAMETHROWER



USER: Leon
AMMO: fuel
HOLDS: %based
RATING: ★★ 1/2
PROPERTY: burns plants to a crisp

The Flame Thrower has severely limited range, and uses up ammo fast. But it does have some strong points: It's very good against plants, normal zombies, and the first form of the Fourth Mutation boss. Use it sparingly, it won't last long.



GATLING GUN



USER: Leon, Claire
AMMO: N/A
HOLDS: ∞
RATING: ★★ ★★ 1/2
PROPERTY: Super crazed ultimate rapid fire

This is possibly the most bitchin' weapon ever in the world of Resident Evil. Doom your enemies to a living hell as you pulverize their tender hides with round after round of screaming metal. You only get this as a special reward (see SECRETS), so have fun!



ROCKET LAUNCHER



USER: Leon, Claire
AMMO: N/A
HOLDS: 2 or ∞
RATING: ★★ ★★
PROPERTY: The Best Weapon in the game!

This is the penultimate weapon in RE 2. Normally, you'll only pick this up at the very end to fight the last bosses in the 2nd mission, when it only holds 2 rounds. But, there's a secret way you can get it with infinite ammo from the start of the game (see SECRETS).





Downtown Street

While there's a good deal of ammo in Resident Evil 2, you begin with only one clip, which is nowhere near enough to kill the six zombies wandering this Raccoon City Street. So you'll have to run for your life here (don't stop to kill even one, or they'll all catch up). This is actually one of the game's most dan-

gerous areas, as being hit by one zombie usually leads to you being batted around by the whole pack!

Take a couple of steps from the starting screen to get to the perspective shown to the right, then run up through the pack, as shown, and to the left. There are still a couple of zombies before you get to the door of the gun shop, so be careful!



Kendo Gun Shop

This is where the fun begins! Make sure you don't miss either of the two boxes of ammo here, but be careful when you head for the one on the crate... When you leave that camera angle, the zombies



Make sure the zombies are all dead before you try to cross through here...



...Or the survivors'll try to take a chunk out of Leon.

will attack (if you go outside without picking the ammo up, you'll only hear it happen). You have plenty of time to run, but if you kill them now, you can get the Shotgun a bit earlier, just in time to use it in some of the tougher areas later on. It's not possible to save the gun shop owner, but I really doubt anyone will lose any sleep over that.

Stand near the entrance to the counter and just start firing (it's actually a bit safer to stand behind the counter and shoot, but if you hit from the side, you run the risk of simply blowing off their arms, which is a waste of ammo). If you fire steadily, the four zombies will hit the ground before they even get close to you.

But it won't be over yet—the zombies aren't dead 'til you see the pools of blood, but when they're all piled up, it can be hard to tell.



The music will give you an important clue: If the intense music is still going, so are they. Fire low into their corpses 'til you hear their dying groans, and don't step too close, lest they grab a leg.

Search the gun shop owner's corpse for the Shotgun. You have only four shells, so don't waste them!



LEON

02/32

The Gate

There are two ways to do this area. One is to run to the van at the back of the alley, grab the ammo, wait for the zombies to bust through the gate, then knock them down with a couple of shots each (no point finishing them, since you'll never be back here). Ho-hum.

But if you prefer to walk on the wild side, go for the two-for-one special and off both zombies at the gate with a single shotgun shell. Just wait for them to get together, aim up for their heads, and paint the court with some zombie innards. Then use your Heckler & Kotch to knock



The efficient, cool way.



The slow, stupid (but sorta cool) way.

down the other two (you could just run past the one staggering around the court, too). Before you jump on the dumpster, search the trash cans on your right for bullets.

You can use a second shotgun shell from on top of the dumpster (aim down) if a bunch of zombies are blocking you from running past (then high tail it out of the alley). Or, if you're totally stingy and don't have any plans for the rest of the week, you can use your knife to kill them from your safe perch before you jump down. Just stand away from the edge of the dumpster so you'll be out of, er, vomit range.

Midtown Bus #33



Zip past the quartet of zombies outside the cafe, and hop onto the bus. There are two zombies here, but you won't be able to see either with the first camera angle. The first is dragging her way towards you on the floor, so when she appears you'll have to aim down and fire fast to finish her. Just a few steps behind her (and approaching fast) is a standard zombie. Fire a few shots and wait 'til you hear him fall before you walk forward, or you'll end up in his arms.

Police Station Area

There are a ton of zombies on the other side of the bus, but evading them is a snap. Just run in between the first two, then when it switches camera angles, head up to the line of cars in the background. Keep your right side pressed up against the cars and make a mad dash to the left. Keep a steady course, and you can make it through without a scratch. When you get through the door, they all rise up and come for you, but the zombies won't be able to get past the fence.

Take the stairs (the northern route) to get to the door of the police station, so you can avoid the zombies wandering around in the courtyard. Before you enter, grab the herb.



POLICE STATION



Main Hall 1F

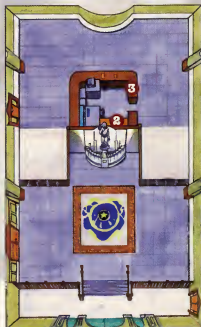


When you enter the police station, head to the West Office, as pictured on the map to the right. You'll get the Blue Card Key, but you won't be able to come back to this room for some time.

Use the card key in the computer in the reception area

behind the statue. It will unlock the doors to the southeast and southwest. We're only concerned with the West Wing at this point. We'll come back to the East Wing later.

The first typewriter and Ink Ribbon are here, so don't forget to save your game!



Waiting Room

There are a couple of things you can do here. First, clear up a bit of space in your inventory by dropping off your knife... I know, I know, "what if I run out of ammo?" If you run out of ammo, friend, the game's already over. The knife is just there to mock you.



There's also a thrilling inter-office memo on the couch, which contains the combination for a safe you'll find later on. Near the door, you'll find a locked drawer, which you'll need a **Small Key** to unlock. We'll come back for that later.

West Wing Hallway

A little tip for those new to Resident Evil: Silence is bad. Silence interrupted only by the sound of dripping blood is worse. So you should be on your guard even in a seemingly unthreatening hallway like this one.

The circuit breaker is not a concern at this point. You can fix it much later, but it's optional, and doesn't do a whole lot for you. Be sure to search the body of the fallen police officer here. Like many of the corpses in the station, he's got a box of ammo he won't be needing.

When the licker drops, quickly lower your aim and hit him with two shotgun blasts (this is what you've been saving them for). If you didn't get the shotgun or wasted all of the shells already, you'll have to plug him with five to ten regular bullets, and he'll hit you a couple of times for sure. Stay close, as it's his ranged attacks that hurt the most. And if he does hurt you, you can get a Green Herb just a few steps ahead. Unlike the First Aid Spray, which completely heals you, Green Herbs will raise you only one level, making them ideal for treating minor injuries.

Briefing Room



West Stairwell

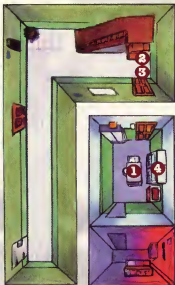
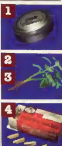
Ouch! Zombies attack from all sides here, and you won't have a chance stuck in the middle. You're going to need to find a safe

Grab yourself a frosty ChoCho Cola as you search for the memo and box of ammo contained in this beautifully rendered room. Then head into the adjoining storage room to solve your first, um, "puzzle." Just search the painting over the fireplace then

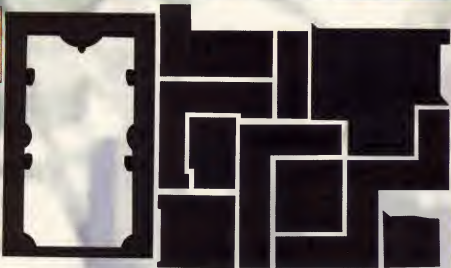
flick your Bic[®], and a Red Jewel is yours. You won't be able to use it for a while, so drop it into an item box whenever you get a chance.

spot to shoot from, so either knock down the female zombie or the first guy with two close range shots, then run to the nearest corner and start firing. Check your ammo first—having to reload could be very dangerous.

To the right of the staircase is a safe room where you can save and use your box. This one's also got a darkroom.



POLICE STATION



Statue Hallway (2F)



This mysterious door is looked from this side and boarded up from the other side. You can never open it. It doesn't lead anywhere. Don't lose any sleep over it.

them into place. If you do mess this up, just go in the nearby door and come back out and the one that was stuck will be back where it started. This is a really easy puzzle, but don't feel too ashamed if you mess up once or twice. My esteemed co-author, who's flunked out of community college *four times*, has really big problems with this "puzzle," too. So, actually, maybe you *should* feel ashamed.

To make this statue drop his Red Jewel, you'll need to push both of the busts onto the marked squares to the left and right of the large statue, pushing each to the mark furthest away from its starting point, so that the busts are facing each other. Don't push them too far so that they hit the back or front walls, or get stuck in a corner, or you won't be able to get behind them to move



S.T.A.R.S. Room

This is the office of Raccoon City's elite S.T.A.R.S. unit. You can read about Chris and Jill's whereabouts by searching the diary on Chris' desk. (Whoah! Bet Resident Evil III will take place in Europe.) Below that is the Unicorn Medal, a key item you'll need to have in order to get the Spade Key that will let you progress further in the 2nd floor. Once you pick that up, Claire will reappear, and then, upset by Leon's distinctly foppish hairstyle, eagerly agree that you should split up again. Be sure to face the large poster and search for gun bullets.

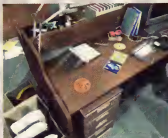


LEON
06/32



Look! It's Chris' Jacket! And Jill's Beret! And, um, Brad's Guitar. Maybe.

S.T.A.R.S. Room (cont.)



The most exciting thing here is the Shotgun. If you already have one, then use up whatever ammo you have left on the guards outside, then dump the old one in a box. This room also contains the Unicorn Medal (under the diary) and a First Aid Spray. That one's a bit hard to find—it's inside the first aid kit in the corner, as shown in the shot below and a bit to the left. Your inventory is probably completely full by now, so drop all of the extra junk in an item box before you get to any new areas, or you won't be able to pick up anything else. Keep the Unicorn Medal with you though... You'll be needing that very soon.

You can't open the door at the other end of the hallway until you get the Spade Key, which we're going to do on the following page.



Resident Evil 2 Wacky Fun Land Part One!

Our Favorite Bizarre Raccoon City Consumer Products



"Burger Kong"

Clearly someone in the Police Station's East Office hit this popular fast food restaurant for lunch. Home of the "Whupper," perhaps.

"Taxago"

You've just got to love it. This gas station has a name that screams "pay your taxes and fill up on gas!" I guess even that drew more customers than the more true-to-life "get bit by a zombie and die" experience this customer had.



"Gleam"

Some sort of glow-in-the-dark watch, I suppose, that has a gecko or something as its symbol. A sign below has a picture of a tiger and advertises "The Most Dangerous Taste." The product appears to be a bottle of alcohol. Tempting.



"Blue Coke"

This is everywhere! Other locations include a billboard and hot dog stand in the City Area of the second mission. I guess it's even more popular than Umbrella Cola, or whatever that was in the intro.

"Earthquake"

Inspired by "Twister" and "Volcano," a distant movie poster offers up a bit of escapist entertainment. If only earthquakes were all the pathetic denizens of Raccoon City had to worry about...

"Cho Cho Cola"

My personal favorite. Why have a bland, tasteless "Regular Cola," from the machine on the right, when you can have spicy, peppery, "Cho Cho Cola." Nasty!



POLICE STATION



Southwest Hallway

Our next destination is the police station's main entranceway. To get there, you'll have to go back the way you came. All the enemies you've killed are still dead, but the developers have added a little surprise in this area—zombie arms grab you as you dash on by! You can avoid them by running further to the left, but there's not a whole lot of point to it. They'll let you go after just a little while, and they don't actually do any damage. They're just there to freak you out, I suppose.



Main Hall 1F

Set the Unicorn Medal into place at the base of this statue, and you'll get the Spade Key. The Spade Key is the first of a series of four keys, each named and shaped after a card suit. This key unlocks two doors: One right off the hallway to the west (which leads to a simple file room), and the other at the end of the hallway upstairs, past the S.T.A.R.S. room. If you didn't do it already, you might also want to save your game at this point.

The East Wing

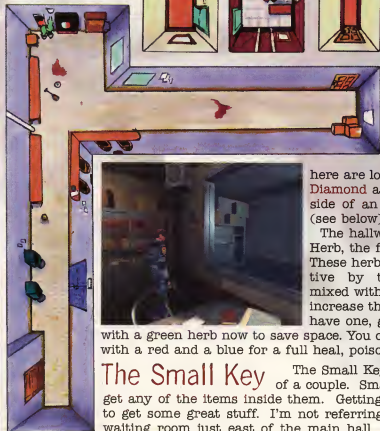
To progress in the game, we'll need to go back upstairs and unlock that door. But you're probably getting a little curious about what's going on through the hall's other door. If you have ammo to spare you can give it a try now.

As you enter, you'll be rushed by no less than six zombies. This is what the Shotgun was made for, so let 'em have it (two shells should do it), then pick off the survivors with your sidearm.





LEON
08/32



East Wing (continued)

You can do the blue door now, but for the sake of this layout, we'll head to the Northeast exit first.

Don't rush here, as there are quite a few zombies lurking around. It's in this location more than ever that the zombies try to trick you by hiding right behind camera angle changes. Take it slow, listen for their footsteps, and don't be afraid to turn and run if necessary to put more distance between you and your foes. Make sure to shoot their fallen bodies until the blood pools appear, so this area will be clear for you the next time you come through.



With the strict camera angles in this hall, you never know when a zombie might be right in front of you. If you hear zombies coming but can't see them yet, don't be afraid to fire a shot or two to see if you hit anything.

Two of the three doors of the U-shaped hallway here are locked, so you'll need to come back when you get the Diamond and Club Keys. The open door leads to the viewing side of an interrogation room, which contains a Small Key (see below).

The hallway itself contains a Red Herb, the first of many you'll find. These herbs are completely ineffective by themselves, but when mixed with other herbs, drastically increase their effectiveness. If you have one, go ahead and combine it with a green herb now to save space. You can also combine a green with a red and a blue for a full heal, poison curing combo.



The hallway itself contains a Red Herb, the first of many you'll find. These herbs are completely ineffective by themselves, but when mixed with other herbs, drastically increase their effectiveness. If you have one, go ahead and combine it with a green herb now to save space. You can also combine a green with a red and a blue for a full heal, poison curing combo.

The Small Key

The Small Key Leon finds in the interrogation room is the first of a couple. Small Keys only open drawers, and you never need to get any of the items inside them. Getting this first key is easy enough, and you can use it to get some great stuff. I'm not referring to the box of ammo in the locked drawer in the waiting room just east of the main hall... While it may be tempting to use the key there,

you're better off waiting. There's also a locked drawer in the lounge just outside of the S.T.A.R.S. room, which contains the Handgun Parts, a very cool item that turns your Heckler & Kott into an automatic pistol that can fire up to three-shot bursts!



The locked chest in the second floor lounge.



A crappy box of ammo or automatic firing power? You decide!



The locked chest in the first floor waiting room.

POLICE STATION



East Office



It's much safer behind the desk, as the zombies will have to line up single-file and come at you from one side.

If you go through the double blue doors, you'll end up in the East Office. There are a lot of zombies roaming around here, and you'll be meat if you try to kill them in the cramped, initial overhead view. Zip between the zombies and run a step or two forward until you can find a better camera angle, and then

run behind a desk for cover and start shooting. Remember to finish the fallen zombies while they're down so they won't be able to come back (as I've already stated seven times).



Ink Ribbons are almost always located directly adjacent to typewriters, but there are a couple that are harder to find, including the one on this desk.

The corpse lying face down near the entrance to the small office looks dead, but it's a trick. Kill him now (three bullets will do the trick) or he'll take a chunk out of your leg when you pass. Whenever you see corpses like that, it's usually a good idea to look for small signs of movement (they tend to twitch a bit) before you proceed.



LEON 10/32

East Office (continued)

Once you've cleared out the zombies, you're free to search the East Office for its many useful items. Don't miss the box of ammo on the guard's body, the aforementioned Ink Ribbon, the hidden Green Herb behind the desk in the small office, and the map and box of shells in the office safe. If you don't know the combination, check your file. You should have found a memo about it in the reception room just west of the main hall... Or, hell, I might as well just save you the trouble. It's 2236. The map you find covers the entire police station, and will fill in most of the holes on your auto-map.

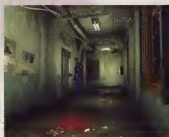


Above: The open safe and its tasty treasures.
Right: More spine-tingling shots of Leon crouching.



Outside Stairs

You won't get far if you take the east door out of the office here, since the upstairs door is locked from the inside. But you can still pick up three Green Herbs, one upstairs and two downstairs.



The first of the two rooms locked with the Spade Key, the File Room is located in the hallway directly east of the Main Hall on the first floor.

File Room

Search this room thoroughly for a box of ammo, an Ink Ribbon, and another note. There's also one key item here, the **Crank**, a beloved favorite from the original Resident Evil. You'll need to push the step stool over to the spot shown here and climb up. Drop the Crank in a box and then head upstairs for the other Spade-locked door.



Inside of the now unlockable lounge is the drawer where you can get the Handgun Parts mentioned earlier.

Second Floor Lounge

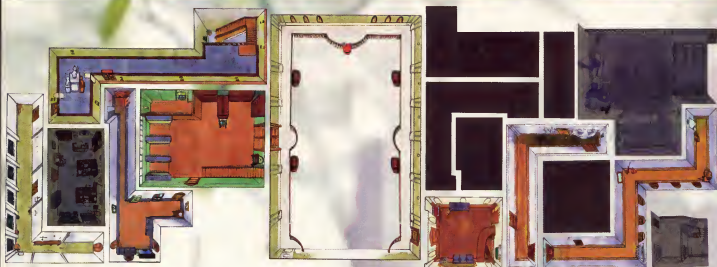
There's a pack of zombies here that have decided (perhaps wisely) to ignore the Blue Coke-dispensing vending machine and nosh on a fallen brother instead. They won't get up to attack you until you take a few steps forward and approach them, but when they do start coming, they come fast (well, by zombie standards at least). Let 'em get all bunched up, wait for them to get close, then blow 'em away with your shotgun. This should knock down three of the five, and a second blast will take down the other two. Switch to your handgun to finish any survivors, and make sure to watch out for crawlers!

Don't miss the box of ammo by the boarded-up door, and definitely don't miss the **Handgun Parts** in the locked drawer. Combine them with your gun immediately to save space in your inventory, and enjoy your quasi-automatic firing power.



At close range, the shotgun sometimes blows zombie torsos straight off of their leg parts. It's rare, but these dismembered creatures sometimes come rapidly crawling at you for revenge... Be prepared!

POLICE STATION



Second Floor Lounge & Library

The library looks like it should contain a ton of items, and yet it doesn't. The only things you can pick up here are another Red Herb, and the Bishop Plug, the first of a series of four chess-themed items that will play an important part in Leon's quest later on.

To get the plug, you have to solve another small puzzle. Head on up the stairs, ignoring the door that leads to the third floor hallway. Walk to the end, and Leon will break through the floor, tumbling into a previously inaccessible area of the room. Examine the painting (shown below) and then hit the red button to move the bookshelf in such a way that you can get back out. Now rearrange the bookcases by pressing the red buttons on their sides so that they match the pattern below the painting. The painting will open up, revealing the first plug.

From here you can exit out into the third floor from the upstairs door, or into the second floor of the main hall via the door on the lower level.



the main hall via the door on the lower level.



Third Floor Hallway

There's really not a whole lot going on up here... yet. If the Crank's in your inventory, you can use it this area if you want; it will lower a staircase that allows you access into an even higher room (and also permanently removes the Crank from your inventory). Unfortunately, you won't be able to do anything at the higher level until you can find the center gear that's missing from the giant clock.



Main Hall 2F



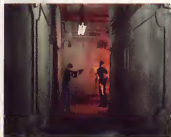
This area presents your first opportunity to try out your newly modified handgun. It's handy and powerful, but it can really waste bullets if you're not careful. Remember that you can still fire single bullets by gently tapping it, so don't waste extra bullets shooting fallen zombies that only need one shot.

In addition to the two zombies that are immediately visible when you enter this area, there are two more waiting across the hall, hoping to ambush you as you switch camera angles. Those

with auto-targetting can thwart their plans by killing them from across the screen right now! You may not be able to see them, but auto-targetting knows that they're there.

Lowering the ladder here will create an incredibly convenient way of getting from one floor to the other.

Second Floor Hallways



These inconspicuous hallways house a couple of nasty surprises. In the first hallway, a flaming zombie lurks right behind the camera angle change, eager to throw himself at you as you go eagerly zipping around the corner. Ambush him instead by firing a few shots down the corridor to draw him out.

The other hallway features a pack of zombie crows. With auto-targetting, killing crows is fun and easy... But probably a waste of ammo, since you can easily dash right past them.

Speaking of ammo, the corpse here has a box he seems willing to part with.



POLICE STATION



Roof and Back Alley



pair of zombies, and the door will be sealed from then on. So, basically, a bad idea.

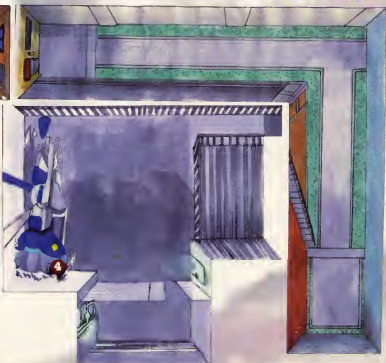
Take your Valve Handle, screw it into the valve or

"I know! We'll take the helicopter to esca... Oh." Ignore the helicopter for now, and run downstairs to briefly revisit the City Area. There are a lot of zombies wandering around here, but since you'll never return to this area, you should save the ammo and simply juke them.

When you get to the shed at the end of the hall, you'll find a couple of useful items and the Valve Handle. There's also a door, which you may just want to ignore. If you open it, you'll be rushed by a



whatever beneath the water tower, and Sploosh! Now you can add extensive water damage to the helicopter's repair bill. Right-o! Back to that other hallway... But search the 'copter's smoldering ruins for a box of ammo first.



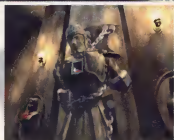
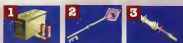
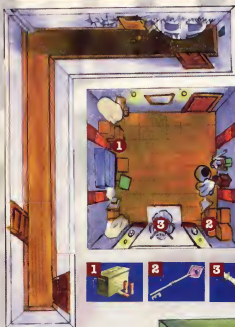
LEON 14/32

Storage Room

Now that the helicopter has cooled down a bit, you can make your way to the room just past its wreckage (Leon can never get through the door just to the right of its cockpit, by the way).

First you'll want to stop by the nearby quiet room and get your two **Red Jewels** out of the box. Then head to the art museum... er... um... I mean "Police Station's" storage room.

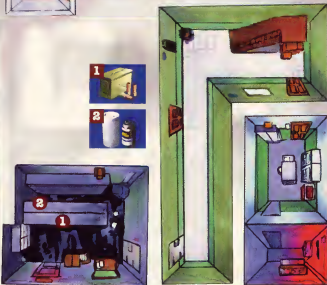
Slide the jewels into place on the two smaller statues, and the larger statue's chest will open, revealing the **King Plug**. Pop that in a magic box, pocket the shells that are hidden among the boxes, grab the **Diamond Key**, and head back downstairs to open the Weapons Room, the only room locked with that particular precinct key.



Weapons Room

If you think you can waltz right into the weapons room and kill this horde of zombies with anything less than the Shotgun, then I really, truly pity you. This is what the Shotgun's made for, so let 'em have it! Be careful when you turn to explore behind the file cabinets, 'cause there are zombies there too. You'll probably never come into this room ever again, but kill 'em all anyway. It's good for the soul.

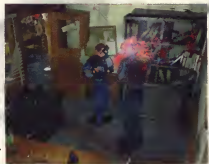
There's a box of ammo in the lockers, as well as the first roll of film. To develop the film, just take it to the darkroom next door. When you're ready, take the back entrance from the Weapons Room into the West Office.



West Office

Gadzooks! Your nameless friend has contracted the zombie virus! Cure him by surgically removing his face with your shotgun (wait 'til he gets real close, tap up, then fire). He'd have wanted it that way. Well, probably.

On the desk is the Heart Key, the last item you need out of the station for now. It's time to head underground.



Leon: "WHAT DO YOU MEAN 'MY PARTY'S BEEN CANCELLED!'"

BASEMENT



Interrogation Room & Hall



I got this feeling like maybe you should have a loaded shotgun equipped before you pick up the Rook Plug...

Right! Now what's up with that electric cord? Well, it can be used to repair either of the wrecked circuit boxes located in the station's two Southern hallways (we haven't been to the second one yet, but we'll be going there soon). Once the wire's in place, the station's emergency metal windows will come slamming down, preventing zombies from crawling in through the windows, something they'll figure out how to do, right about the time that you realize that you'll never have to go back to the police station ever again. So why bother? That's a really good question. I'll get back to you on that.

Before we run off to play in the basement, there are a couple more housekeeping duties to do in the police station.

First, you can use the Diamond Key to get into the other side of the Interrogation Room. In addition to a First Aid Spray and the third plug (the Rook Plug), there's an Electric Cord here. Its presence in this room forces us to assume that Raccoon City's proud boys in blue have been using such items to beat suspects or something, 'cause why else would it be *here*? And I don't even want to know what they do with that Rook Plug...

Speaking of the Rook Plug, I think it would be a really good idea to have a shotgun equipped before you pick that item up. It's not like anything is going to, um, happen, 'cause, uh... 'Cause what could happen *here*, ya know? It's just that

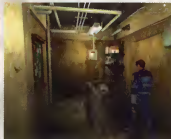




LEON 16/32

Northeast Hallway

There is only one door locked with the **Heart Key**, and it's the one just off of the East Office, across from the dead corpse. It leads to a hall containing a well-hidden box of shells, a staircase, and a locked door (it takes a **Club Key**, something you won't be getting for a while). If for some reason you don't have the Shotgun, you'll probably want to go back and get that before you head down to the basement.



Basement Hallway & Safe Room

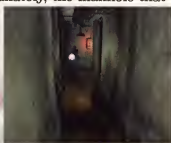
The "clack... clack... clack..." you hear here is the footsteps of hungry dogs. You can't make friends with these three, so put away the box of Snausages and grab your shotgun (if it's not fully loaded, make it that way). The first dog is right ahead of you... Two shotgun shells or five bullets will put him down for good.

Two more await ahead, one on each side of the fork. Run up there to get them to come after you, and then run back to where you started once you've caught their attention, or you'll be fighting dogs from both sides.

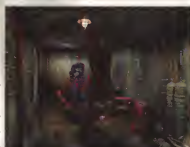
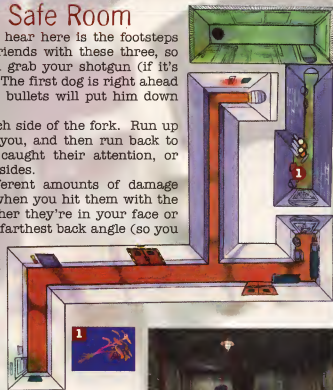
Unlike zombies, who take different amounts of damage depending on how close you are when you hit them with the shotgun, dogs take two hits whether they're in your face or all the way across screen. At the farthest back angle (so you can see them coming), wait for the first dog to appear, fire, wait for him to get up, then repeat. If you're lucky, you'll hit both with at least one shot and finish the pair with only three shells.

Of course, it should be pointed out that shooting them from afar is a completely sissy way of doing things. For a real challenge, use the shotgun to hit them in midair when they leap at you. Do it right, and on the second shot, the dogs pop! Do it wrong, and... Uh... Well, just do it right, and then you won't have to worry about any of that.

Leon doesn't have to go out the northeast exit at all, but if you can clear a path, he'll have easy access to a typewriter and box later on (and also a Red Herb and Ink Ribbon). Unfortunately, the manhole that leads to the Safe Room



Above: The rational (ie, sissy) method.
Left: The manly (ie, stupid) method.



BASEMENT

Machine Room

Without a **Club Key** or the **Red Card Key**, you won't be able to get into the two other rooms that lead off of this hallway. You can, however, get into the **Machine Room** (right), which features a simple puzzle that we'll deal with later, and has a **Green Herb** and a map of the basement that might come in kind of handy.



Parking Garage

It's here, at the west end of the basement hallway, that you first meet lovely Ada. Help her push aside the truck that's blocking the

door to the prison block, and then go inside. She'll run off, leaving poor-reflexed Leon standing around and feebly yelling at her to wait.

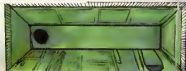
This will happen approximately 6,000 more times before the end of the game.



cells for "herbs" (apparently it's Raccoon Police Department policy to allow prisoners to grow their own "medication"). It's here that you'll start seeing **Blue Herbs**, which can cure poison. If you're not able to carry them all out, don't worry about it. There are approximately 10,000 blue herbs for every one enemy capable of poisoning you.

There's a **Red Herb** at the end of the kennel that you're probably better off ignoring. If you really, really want that herb, then I'd suggest you kill the caged dogs first (while they're still in their cages, I mean). If they do break out and attack you, make sure you grab the **Blue Herb** in one of the kennel blocks. Or better yet, don't.

Use the **Manhole Opener** to do what it is that it does so well, and head on into the sewers.



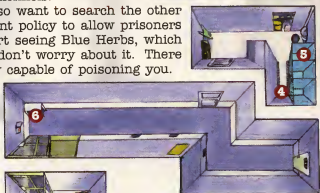
Prison Area

Run to the end of the prison hallway to find Ben (he's one of those reporter types, always looking for a scoop!).

When you're done with him, grab the **Manhole Opener** and head off to the kennels.



You might also want to search the other



LEON 18/32

Sewer Entrance

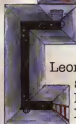
This area marks the first appearance of spiders, enemies that are fairly easy to kill, but are capable of poisoning you. Although they can be easily evaded, you don't want to risk getting poisoned, so it's better to just take 'em out. Two shotgun blasts at close range will do

the trick, or you can finish them from any distance with two three-shot blasts from your modified handgun.

At the end of the hallway you'll find a safe room (with yet another precious Blue Herb) and a much larger room that has a door rigged with that special chessboard lock. But you're still one piece short...

As soon as you leave the room, you'll run into Ada again.

Leon will attempt to flirt a bit, get shot down hard, and then end up lifting her up into the next area. Now you'll play as Ada for a bit.

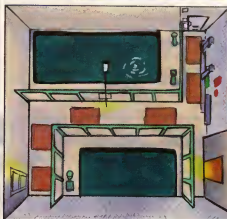


Waste Processing Area

Playing as Ada is just like playing as Leon, with the only difference being that Ada has a less feminine hairstyle (ba-dum). There's not a whole lot for Ada to do here, so just grab the **Club Key** and the box of shells and you'll be back playing Leon in no time.

To get the Club Key, head north to the room with

the crates. Push them so that they're all lined up against the far wall (as shown here) then turn the water on, and you'll have an instant bridge to the cabinet that contains the Club Key. Grab it, head east to get Leon a box of shells, then go back to the duct you came in from in the first place. Ada will toss the treasures up to Leon, and then find her own way out. Leon- you'll never believe this- then yells her name and asks her to wait.



When she's reunited with Leon, Ada won't give up any of the healing items or regular ammo she has, so there's no point in being stingy with her ammo and first aid spray. She will toss him the box of shotgun shells she finds here, though.



Might as well just kill these dogs... Get yourself in a corner and hit each five times, just as they're about to charge. Take them one at a time if you can.



On the wall is a map of this area.



BASEMENT

Machine Room, Morgue & Weapons Room



The main power switch.



As soon as you reach for the key...



The fun begins!

One item is the **Sidepack**, a very useful item that increases the amount of items you can hold by two. The other is the **Submachine Gun**, a nifty little toy that comes with a lot of ammo. The gun is a good call for Leon, since he has less ammo. Save the Sidepack for Claire: She has plenty of firepower, and can use the extra space for all of her different flavors of Grenade.

Now that Leon has the **Club Key** in his grubby little mits, we can go finish off the rest of the basement area. Don't be in such a hurry that you miss the strained breathing sound in the main hallway, though— a pair of lickers have found their way to the ceiling, so be ready to aim low and hit 'em each with a pair of shells when they drop or charge at you.

Your first stop is the Machine Room, where you can turn the power on for the rest of the basement. To get the machine to max levels without shorting out, you'll need to turn three switches on, and two off. The first switch will need to be on, but other than that, you can pretty much do whatever order you want. On/On/Off/Off/On, or On/Off/On/Off/On, or whatever.

Then unlock the Morgue door with your **Club Key**, and check the cabinet in the far corner of the room for the **Red Key Card**. Be ready to run to a corner and start shooting when the action starts!

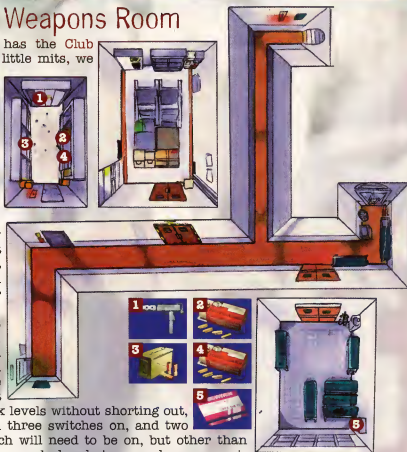
When that's all over, take the card to the weapons room at the end of the hall. After restocking on ammo (30 rounds and a box of shells), you can turn your attention to the lockers at the end and help yourself to some nifty items... But remember that whatever you take is something Claire won't be able to get in her 2nd mission.



The side pack is the perfect gift for a practical, resourceful young woman like Claire.



Loud, abrasive, and surprisingly ineffective, the submachine gun fits Leon perfectly.





Night Duty Room

Right off the top of the staircase that leads back to the police station you'll find the second Club Key-locked room. There's a note and a First Aid Spray here, and best of all, there's the **Magnum**. This insanely powerful gun can pop a zombie's head in one shot (from any range), but you should pocket it for now and save it for the first boss.



Press Room

The final Club Key location is the Press Room, where you can find a second roll of film and the Gear. To get the gear loose, use your lighter on the furnace and then light the torches in "Queen-King-Jack" (12-13-11) order.



Clock Tower

If you haven't already used the Crank in the third floor clock room (off of the library) grab it now and head on up there. (It's during this event that the zombies start crawling in through the first floor windows that you didn't shut, by the way.) Go to the slot at the far end of the clock room and turn your crank to Frank to lower a staircase to the upper regions.

Insert your gear into the hole, and when it starts turning, a hidden door will open. It's here that you'll find the **Knight Plug**, and a shortcut back down to the prison area.



There's a Licker hoping to ambush you by the 2nd floor ladder. Grab your shotgun and return the favor.



SEWERS

Prison Area & Sewer Entrance

After the dust chute drops you into the prison, run back to the last cell to check on Ben. You remember Ben, right? He's one of those reporter types, always looking for a scoop! (I'm sorry, that line just really amuses me for some reason.)

Anyway, he found his, uh, scoop, and now it's time to have yet another "Ada!"... "Hey, Wait!" moment, and then radio Claire to tell her the news.

On your way out of there, make sure you stop at the quiet room to heal, save (*definitely* save), and juggle your inventory. You'll want to bring all four chess pieces, your Magnum, your Handgun, and a healing item or two. If you don't have enough space in your inventory for all the things you'd like to bring to fight the boss with, you can go back for your chess pieces after the fight and just load up on weapons and healing items before, but that shouldn't be necessary if you still have a fully loaded Magnum.

As soon as you near the chess board machine thingy, the first boss confrontation begins. And when that's over, you can finally start emptying those deadweight plugs on the sewer door.



"I'm sorry, Ben, but I'm too busy having lurid fantasies about Ada to care about your little problems."



BOSS

The first boss is easy if you've got the right weapon—And the right weapon is *definitely* the Magnum. It takes only six magnum bullets to put this monstrosity down, which is way better than the 10 shotgun shells or whopping 30+ handgun rounds you'd have to waste otherwise.

When he appears, hit him hard and fast... If you're lucky and he gets a slow start, you can finish him before he'll even get close enough to touch you. But if the little crotch-hugging bugs he vomits out start to give you too much trouble (if there's only one, you can ignore it, since they don't do much damage), run to a corner, then have



Your weapon of choice: The Magnum. Its single clip will obliterate this boss with a couple of bullets to spare.



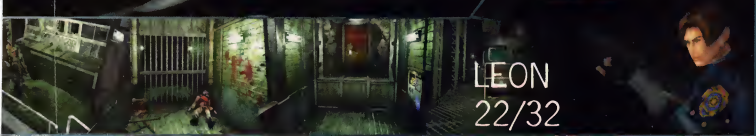
Crotch-huggers restrict your movement and offensive ability while you're shaking them off. Shake them quickly, then run over them or kill them with a handgun bullet.

Leon gyrate wildly to throw the little buggers off. Then either run over them or quickly switch to your handgun to blow them away.

In the time it'll take him to make a few more, you should be able to finish him without too much trouble. Run around a bit to smash the remaining huggers, and you're done!

Start firing from this position, until the crotch-huggers force you to move or the boss gets too close. Then run to the left, kill the huggers, and hit him with everything else you've got.





North Supervisor's Room



There's no need to go back and save after you kill the boss, since you'll arrive at the North Supervisor's Room after two straightforward and enemy-free sewer tunnels.

Save and use your box here, but ignore the elevator for now. This room has a second level, and the door to it is hidden by the large metal cabinet. Pushing it to either side will reveal a ladder that leads to the room's dark basement.

You can't do anything here until you can get some light, so grope around for the lanterns, and then use your cigarette lighter to light them.

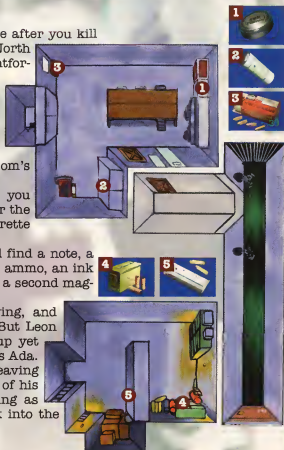
Between the two rooms, you should find a note, a First Aid Spray, thirty rounds of H&K ammo, an ink ribbon, a box of shells, and best of all, a second magnum clip.

When you're done healing, saving, and reloading, take the elevator out. But Leon doesn't get far before he screws up yet another pathetic attempt to impress Ada.

Ada shows her devotion by leaving Leon to die, and runs off in pursuit of his attacker. As long as you're playing as Ada, you won't be able to get back into the Supervisor's room.



Spiders take about six shots each. They're hard to hit, but Ada's got lots of ammo.

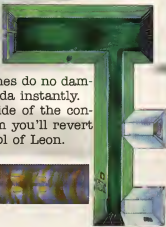


Waste Treatment Control Room (2F)

Once again, Ada's quest is very short, and she has more than enough ammo and healing items to deal with what awaits her. It's a good idea to have her kill the spiders lurking in this area (they're to the right, so ignore Annette for a minute or so), that way Leon won't have to waste ammo later.

When you go up the ladder to the Cockroach tunnel, get ready to run. The cockroaches don't seem dangerous, but they can be, and killing them is as futile in this game as it is in real life. There's always a trillion more on the way. Just dash through the tunnel as fast as you can, so the cockroaches can't gang up on you. Individual cockroaches do no damage, but a group of them (four or more) can kill Ada instantly.

After Ada goes down the ladder on the south side of the control room you'll revert to control of Leon.





SEWERS



Waste Treatment Pool

Grab the map from the hallway, and also grab the **Valve Handle** from the item box in the Supervisor's room. Make sure you have the Shotgun and plenty of shells, as that's the weapon of choice against the coming boss.

You'll have to take a different route than Ada now that the fan's back on, but make sure to search the corpses she couldn't for the **Wolf Medal** and **Shotgun** shells. When you get to the control room, you'll find a pot containing

an inexhaustible supply of blue herbs, just in case you were poisoned by the spiders.

Use the Valve Handle in the area shown to

lower the path. When you get to the other side, use it again to move the path back to the second floor, making a handy escape route for later. Don't forget to save at the typewriter!



BOSS



Like real alligators, this guy sucks at corners. Even if he's this close, you can get three shots off him, easy, while he tries to reorient himself.



You only need to hit the alligator a total of ten times, so don't take unnecessary chances on straightaways (as above). Your best bet is to run.

There are two ways to take out the alligator. The first is a somewhat obvious but cool secret we won't ruin here; check the Secrets section in the back of the book if you can't figure it out.

The other way is straight up fighting with a twist. Unlike other bosses, which die instantly after taking a certain number of hits, this boss won't go down until he gets to a certain area. Understanding this secret is the key to a comfortable victory that doesn't waste too much ammo. The shotgun is really the only weapon to use here. It even does more damage than the Magnum in this situation (since this boss counts as multiple targets, apparently). When the alligator attacks, just hit him once, run, hit him

three times when he rounds the corner, run, repeat. Make sure you count your shots so you know when you have to reload (do it in the item screen). If you've hit him with as little as nine shots by the time you get to the final screen (right), you'll be able to finish him here with one final shot.



No matter how often you hit the alligator, you won't get the final below until you get here.



Dumping Area

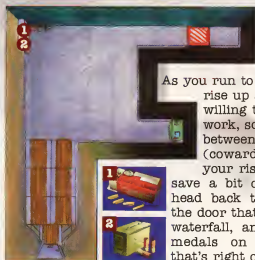
If you do sustain wounds on the alligator boss, don't heal yourself unless you're in the condition where you can't run straight (and are therefore prone to a killing blow). After the boss dies, ignore even major wounds,

since Ada will heal you completely, for free, as soon as you talk to her.

Once that's done, search the dumping area for its lone item (a well-hidden Ink Ribbon), then escape through the ladder Ada came down...that is, if you remembered to raise the pathway back up before you fought the boss. If not, you'll have to take the long way around.

While on the second floor of the waste treatment room, search the corpse here for the **Eagle Medal**, and a note.

Then use your valve handle, again, to turn off the fan so that you can cross back over.



Sky Tram Station

As you run to the door that was blocked by the waterfall, A number of zombies will

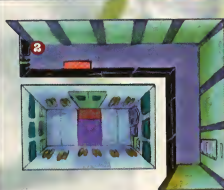
rise up and attack. Ada's willing to do most of the work, so you can put her between them and you (coward!) to minimize your risk of damage and save a bit of ammo. Next, head back to the area with the door that's blocked by the waterfall, and use your two medals on the machine that's right outside.

Incidentally, you can now head back into the sewers and get a closer look at the bodies that had previously been underwater. No items there, but you will find a plot point or two.

Now run to the tram station, grab the ammo, hit the power, and jump onto the sky tram. (The ammo won't be there if you killed the croc using the secret method.)



VACANT FACTORY



Vacant Factory It's easy to avoid the giant claw in the sky tram (just keep running), but it's hardly worth the bother. For all the blood, it doesn't seem to actually do any damage. Let Ada handle it.

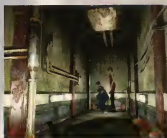
Easily the least interesting location in the game, the Vacant Factory's lack of anything except for zombies and dull hallways makes one wonder what exactly is produced in this so-called "factory." Anyway, there's some sort of flare gun on the ropeway platform, which Leon can activate with his lighter. It doesn't do anything except indicate the location of a new **Weapons Locker Key**. This key won't come into play for quite some time, so stash it in a box whenever you get a chance.

The zombies wandering the hall are easy to kill, but they all like to surprise you by waiting around corners, so get ready for lots of that old trick. Let Ada cover your back and they won't be able to cause too much trouble.

The Safe Room features a First Aid Spray and the first of two Magnum Clips you'll be getting in this area. Whenever you see a hint like that, it's a sure bet that there's a boss around the corner... Better grab your Magnum and save the game!



There's a lots of computery stuff in the 2F quiet room, but none of it does anything in Leon's regular mode. There is lots of good ammo on the desk and a First Aid Spray across the way, though.



Two Green Herbs!



Ada helps earn her keep. Sorta.



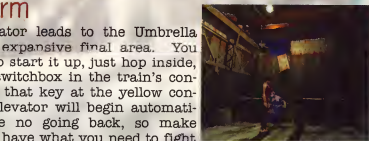
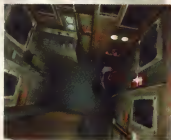
Shotgun Parts! Jeeyah!

LEON
26/32

Elevator Platform

This mysterious elevator leads to the Umbrella Laboratory, the game's expansive final area. You don't have to do much to start it up, just hop inside, grab the key from the switchbox in the train's control room, and then use that key at the yellow control box outside. The elevator will begin automatically, and there will be no going back, so make absolutely sure that you have what you need to fight the boss (and that you grabbed the Shotgun Parts from the dead guy in the corridor) before you get on board. And, of course, make sure you've saved in the last few minutes as well.

Once the boss is defeated, however, you will be able to use both this elevator and the sky tram to get back to earlier areas if you ever feel a need to.



There are two hidden items here: a box of ammo on the warehouse side (left picture), and an invisible second Magnum Clip in a corner of the train.



giving you enough time to dodge... sometimes. Then repeat. He may hit you once or twice, but he doesn't do that much damage, so one healing item should hold you.

The boss himself only takes ten shots, from either the Magnum or your new Custom Shotgun. Don't take any unnecessary chances or wait too long in any one area, and he'll be an easy kill.

BOSS

ing care to pass him

his claw arm side. He'll have to swing wide to get you,

Old Duke Nukem-face is kind of a cinch. Just let him chase you around the elevator, getting shots off when you can. When he finally corners you, run by him, taking care to pass him on his normal side, not



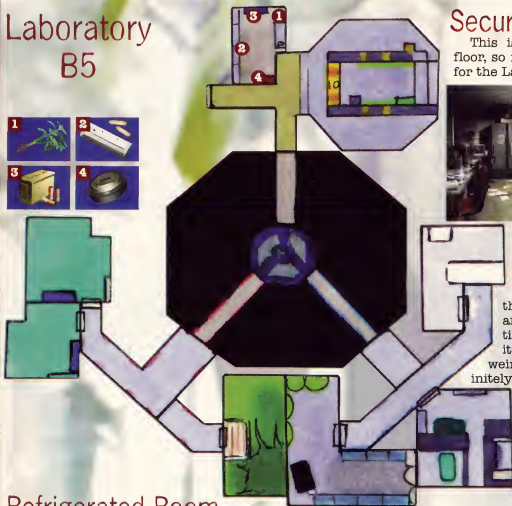
Always zip past him on his arm side, so you'll have more time to dodge his nasty claw swipe. Also try to keep yourself at the "Fine" level so your running speed won't be affected.



Both the Magnum and Custom Shotgun are equally powerful, but the Magnum produces a finer quality of arterial spray. Just look at that! The bullets go in and come right back out the other side. So use the Magnum. It's just cooler.

LABORATORY

Laboratory B5



Security Room

This is the only safe room on this floor, so make it your base of operations for the Laboratory. Start things off right



with a Green Herb, a box of shells, and a Magnum Clip. You should have plenty of Magnum and Shotgun ammo now, so there's no longer any

need to be stingy with it. After all, people will hate you, Steve, if you're too stingy.

One great place to let loose is the area directly outside of the security room. There aren't any zombies now, but the next time you leave and come back to it, it'll suddenly be full of those weird, naked zombies. This is definitely what the Custom Shotgun was made for... Let 'em all get bunched up, then have at it! You should be able to kill all five of 'em with as little as two shots!

Refrigerated Room

When you get to the fork in the lab's main hallway, take the left door (the blue one). Follow until you get to the frozen double doors at the end of the hallway, where you'll find the refrigerated room.



The **Main Fuse** is being guarded by the little robotic arm in the corner, and he'll be glad to give it to you if you can find a **Fuse Case**. But wherever would you find such a thing? How about... Right on the table four feet away? Another fiendish puzzle from those sadistic game designers!



Grab a First Aid Spray from atop a cabinet there, and then return to the central fork. Plug the fuse into the big metal thingy in the middle of the room, and the power is back on!



LEON

28/32

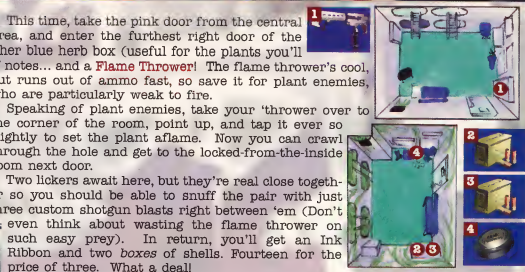
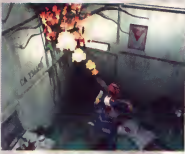
Staff Quarters

This time, take the pink door from the central area, and enter the furthest right door of the West Area. You'll find another blue herb box (useful for the plants you'll soon encounter), a couple of notes... and a **Flame Thrower**! The flame thrower's cool, but runs out of ammo fast, so save it for plant enemies, who are particularly weak to fire.



Speaking of plant enemies, take your 'thrower over to the corner of the room, point up, and tap it ever so slightly to set the plant aflame. Now you can crawl through the hole and get to the locked-from-the-inside room next door.

Two lickers await here, but they're real close together so you should be able to snuff the pair with just three custom shotgun blasts right between 'em (Don't even think about wasting the flame thrower on such easy prey). In return, you'll get an Ink Ribbon and two boxes of shells. Fourteen for the price of three. What a deal!



Anti - B.O.W. Gas

What is up with the "Anti-B.O.W. Gas" you can turn on in this room? Not much. This gas slightly weakens most of the enemies in this side of the laboratory, but may also make a few of them more powerful. The effects are pretty subtle... Probably the only noticeable difference is that plants can now be killed with only one Custom Shotgun blast, instead of two.



Since you'll probably want to use the Flame Thrower on all the plant enemies, the Anti-B.O.W. gas is actually pretty lame. Even worse, it makes this entire area look all green and nasty. Pass.



Now I can kill you with one shotgun shell! Whoop-de-friggin' doo.

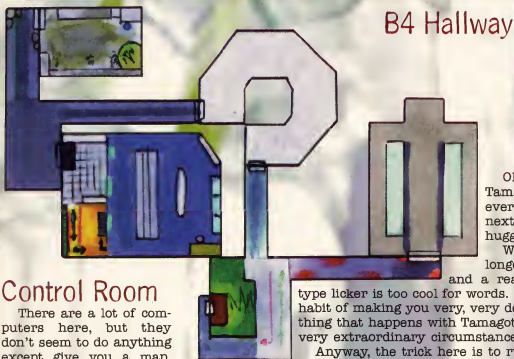
West Area Hall

Once you've conquered the staff quarters, head to the other side of the West Area and hit the red button to open the shutter (something you can do now that the power has returned). The gate will open to reveal your first sight of two new plant enemies. These guys look cool, but you don't have time to gawk. Instead, rush the pair as soon as you can, flame thrower in hand, and when you're nice and close, open fire. You should



be able to act fast enough to beat them to the punch, and one sweep of your flame thrower will cut through the plants like, um...like a flame thrower through plants! Head past them to the outside staircase, where a third plant awaits... Toast him, then head back into the West Area, where there will be two more plant enemies. Deal with them in the manner their ilk deserves, and head downstairs. The plants won't be giving you any more trouble.

LABORATORY



B4 Hallway

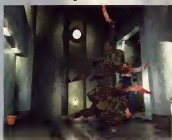


Oh yeah! To hell with Tamagotchis and Giga/Nano whatever. Capcom should start the next virtual pet craze: Loveable, huggable lickers.

With neat autumn colors, a longer single claw on each hand, and a really nasty attitude, this new-type licker is too cool for words. Of course, they do have a bad habit of making you very, very dead, which is admittedly something that happens with Tamagotchis and Nanopets only under very extraordinary circumstances.

Anyway, the trick here is to run past the first two and wait 'til you get to the room with the three herbs. Now, whack, whack, whack, you're dead! Wow! They sure look cool, don't they?

Or, um, if you wanted to *kill* them, you should probably *not* do that. Instead, shoot them one-by-one, two close range shotgun blasts to the head. Make sure you hit them directly, since these guys are a bit tougher than their predecessors.



If you've only fought one licker by the time you enter this door, you'd better be ready for an ambush.

Control Room

There are a lot of computers here, but they don't seem to do anything except give you a map. Head left at the fork to get to the next location



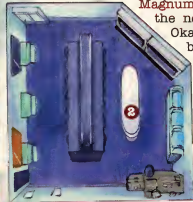
Weapon Locker & Birkin's Lab

The first of the three rooms in Dr. Birkin's Laboratory contains a weapon locker that's locked by the key you got way back in the vacant factory. Remember that? Whip it out from the item box in the last room, and you'll find a box of

Magnum Parts. Give it a try on the zombie in the next room... You can kill him instantly!

Okay, admittedly you could have done that before. But now you can kill two or three in a row... which happens very rarely. Still, it makes a loud noise, and hurts bosses a lot. Okay, now stop wasting Magnum ammo and go use up the rest of your regular ammo. They're just zombies, after all.

The only thing you can pick up here is the **Lab Card Key.**



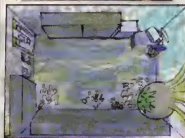


LEON 30/32

Network Administrator's Room

Capcom has seen the future of horror: Large, wussy moths. I really don't know what to tell you here. Use your shotgun and shoot it a lot. It will die. Of course, it might fly up and punch you with its little bug arms, but, uh... so?

Afterwards you'll need to use your sidearm to snuff the maggots on the computer, and then crack Umbrella's brutal security system by logging in as "GUEST." All of this is optional, but it's the first step to a two-part trick that will give Claire a boost in her second mission.

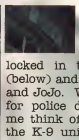


Resident Evil 2 Wacky Fun Land **Part Three!**

Four Truly Disturbing Buried Details

Some things are just plain wrong. Here are four of them:

A legitimate texturing error? Or a conscious attempt to subvert American culture? In colonial times, depictions of upside down flags were burned and buried, and I expect you'll do the same with your copy of Resident Evil 2. And this book.



If you look carefully here, you can see the names of the first two dogs

locked in the kennels: Rocket (below) and JoJo (above). Rocket and JoJo. What adorable names for police dogs. Why it makes me think of all the times when the K-9 unit took their dogs to the Raccoon City public schools, to tell the kids stories and let them pet those beautiful dogs. And how the children would laugh and smile when those big friendly German Shepherds would come up and nuzzle the excited school children... Well, I'll tell you one thing, buddy, those kids aren't laughing anymore. You know why? Because you slaughtered little Rocket and JoJo! And you know what else? I bet you enjoyed it! I can see you now, cradling the shotgun in your arms, grinning maniacally and whispering "c'mere JoJo, c'mere Rocket... yeah...that's right..." Then you'd yell "BLAM!" and laugh maniacally as your shotgun splattered little Rocket and JoJo all over the walls of the kennel they called home. You sick bastard. I really hope you pay for what you've done.

The tendency of zombies not to use weapons makes me wonder if this is really G-Virus related... Maybe he just complained about the service too much or tipped poorly. Either way, death by butter knife stabbings seems a tad excessive.



Forget zombies; this is true horror. I'm not suggesting that Leon should shave his pits or anything (although he does seem to be the type who naturally would), but I certainly didn't pay \$60 to see Leon shove his nasty, grimy arm pits in my face.



LABORATORY

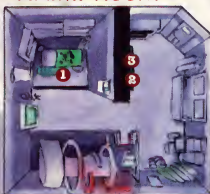
G-Capsule Room



Once you're entered your fingerprints into the computer in the moth room, come to the doorway far to the right in the East Area to activate the first part of this two part lock. You'll never be able to get inside, but with your help, now Claire can.

Take a minute to bask in the warm feeling of doing something nice for someone else. It's probably not something that Leon's had a lot of experience with.

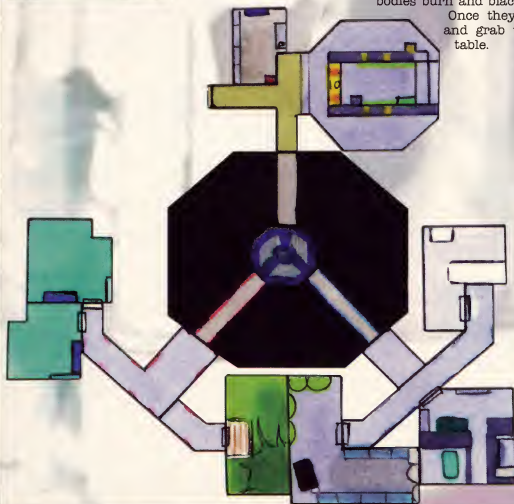
V.A.M. Room



There's a bunch of normal zombies in the V.A.M. room, the other room locked with the Lab Card Key, so once again you have the opportunity to use up the rest of your handgun ammo. But since they're pretty close together, it's much more fun to whip out the flame thrower (unless you want to save it for the boss,

you'll never have to use it again) and fry some zombies. The ammo'll go fast, but it's fun to watch their bodies burn and blacken. Fun for me, at least.

Once they're dead, hit the light switch and grab the **MO Disk** on the operating table.





LEON 32/32

B4 Hallway & Control Room



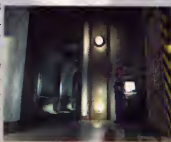
to-final location in the game.

When you get to the large room at the end of the hallway, the alarm will start, and you'll have five minutes until the lab goes boom. Quickly run to the elevator at the north side of the room, and push the button on the right. Your final confrontation is about to begin...

A bunch of zombies have taken over the hallway that was once the domain of the lickers. They're the last regular enemies you'll face, so go ahead and use up anything except for your Magnum rounds.

There's only one door left to unlock, and it's right off of the control room that's full of computer monitors. Before you head there, of course, you'll want to save your game. Really, trust me this time.

When you get to the door, slide in your MO Disc for verification (an MO Disc? How much verification data does this lock need?), and you're in the second-



BOSS

This is your last major encounter, so feel free to use up all of your custom

magnum rounds and First Aid Sprays here... you might need them.

This guy doesn't take a lot of shots, just three in his first form and six in his second. But he's brutal at close range (if he gets you in his mouth when you're at the "Caution" condition, you can pretty much say goodbye), and no slouch at long range either, with his vicious leaps and charges. So you want to keep him at medium range guy... as much as possible; too close for him to charge, too far for him to swipe. If you have enough ammo left, the Flame Thrower is great for his first form, as its constant spray keeps him from attacking.

When he jumps on top of the walls, take as many pot shots as you can get if he's nearby. If he's not, keep moving so he won't be able to nail you when you land. And use lots of healing items, as a Caution condition both puts you at risk of being eaten, and lowers your ability to run.

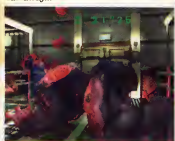
You should have more than enough time to beat him, but remember to leave yourself at least a minute or so to clear the area afterwards.



This is about as close as you dare get to this



Lest this happen. But don't get too far away...



Or he'll start to charge!

In his first form, this guy's pretty easy... Three shots should do the trick. But that doesn't mean you can afford to be careless.



Now you should be worried.



You can't always see the blood spurts, but when he jumps atop the furniture, you can usually get a freebie or two.



Downtown Street

Sure, it's tempting to start the game firing at everything that moves, but thanks to your limited rounds and your beyond-useless knife, the first part of the game is the perfect arena to practice a semi-useful Resident Evil 2 tactic: running away (well, with the amount of ammo you'll find later in the game, it's only really useful in these first few parts). If you try to

run right through this pack, at least one will lunge at you, and once you hurl him away, there will probably be another waiting to grab your neck. Instead, avoid them by walking to the left a bit to change the camera angle, sprint up between the zombies as the picture shows, and run to the left. With just a bit of creative zig-zagging (or "juking" as my dim-witted co-author would say), making your way to the alleyway should be a breeze. Just watch out for the two staggering zombies on your way to the Gun Shop, and you're home free.



Kendo Gun Shop

Just as in Leon's game, the Gun Shop is the first place in Resident Evil 2 where you'll meet a non-zombie character, and the first chance you'll have at a more powerful weapon. But unlike the advice we gave in Leon's area of the book, we recommend you don't stick around to add this new weapon to your arsenal.

Unfortunately, the Bow Gun (normally Claire's third weapon) isn't all that powerful, and isn't really valuable enough to waste the twenty or so rounds it takes to drop the advancing zombies. If you do decide you want it, and kill every zombie in the shop, the twelve bolts you're left with (after retrieving the Bow Gun off the dead shop-owner's body) will be enough to fire four shots, allowing you to potentially finish



Sure, it's damn fun to kill these zombies, but why waste the ammo?

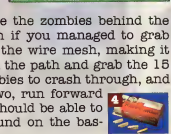
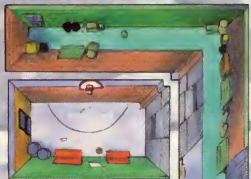
up to four zombies later in the game.

So all you really need to do in this room is grab the ammo box on the right side of the screen first, and then go after the ammo on the left side of the room before heading for the back door. By the time the zombies make their grand entrance, you'll practically be out the door.

The Gate

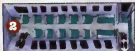


Claire's game once again differs from Leon's, as there is only a single way to complete this area. Just ignore the zombies behind the gate, they can't get through yet. Even if you managed to grab the Bow Gun, the bolts just bounce off the wire mesh, making it totally useless here. Instead, run down the path and grab the 15 rounds out of the van, wait for the zombies to crash through, and start firing. After you kill the first two, run forward to get a better view of the third. You should be able to run past the final guy wandering around on the basketball court.





CLAIRE
02/32



you shouldn't have a problem leaving this area without a scratch.

Before you enter the bus, you'll encounter a group of zombies enjoying their... um... lunch. Ignore them and run along the top of the screen towards the bus doors. It should be noted that

if you don't dash past them fast enough, you'll end up taking major damage as they pass you back and forth for bite after bite.



Midtown Bus #33

The bus is most likely the first place you'll encounter "crawling" zombies. When you first enter the bus, aim down and wait for the female to make her way towards you, and quickly open fire. Once she dies, quickly aim forward, and fire at the unseen assailant blundering in your direction. Once you hear him fall, run forward to finish the job. Don't forget to grab the ammo before exiting.



Police Station Area

Although there are a number of zombies covering the street between you and the Police Station's front gates, getting past them without using any ammo isn't half as hard as it looks. All you have to do is dash upwards between the first two and run along the top of the screen, pressed against the cars. As the picture sequence to the left shows, most of the zombies are stumbling around the middle of the street, enabling you to zip past them with hardly any trouble. Afterwards, all of the fallen zombies will arise once you enter the Police Station courtyard, and advance towards you. Don't worry though, they can't get through the gate.

There are a couple of zombies in the courtyard, but if you use cunning and just a dash of wit, they can all be avoided.

Simply walk upwards towards the main building and use the ingeniously-hidden "secret" staircase to find a zombie-free path to the front entrance. Before you enter, grab the herb in front of the stairs.





POLICE STATION



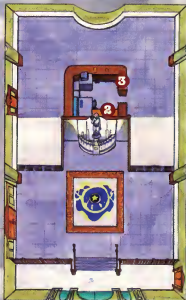
Main Hall 1F

Once you enter the Police Station's main doors, proceed northwards until you reach the second door on the left, the West Office. Go into this door to receive the **Blue Card Key**, and don't worry about the forced withdrawal from the room, as you'll have the chance to explore this area later on.

Use the **Blue Card Key** on the computer in the main hall (pictured to the left) to unlock the two previously barred doors near the entrance, and save your game on the nearby typewriter.



Head to the door that leads to the western part of the station, and don't forget to pick up the box of 30 bullets on your way. We will come back to explore the east end of the station later.



Waiting Room

In the Resident Evil tradition of portraying all women as blood-thirsty locksmiths, Claire comes equipped with a lockpick as her "special" item (allowing her to open things that would require Leon to have a Small Key), and this room gives you your first chance to try out this skill. First though, empty your pockets of need- less things (cough, cough, KNIFE!) into the magic box, and then pick up the note (shown in the first picture) for a handy safe combination. Use your lockpick on the locked drawer for your first First Aid Spray, a very useful item that refills your health completely.



West Wing Hallway

Welcome to the first truly unsettling part of the game. Sure, the music in Resident Evil 2 isn't always comforting, but when faced with an area entirely void of any tunes, it makes the feeling of dread even worse. Of course, the sound of dripping blood doesn't help. When you first enter the West Wing Hallway, search the guard for ammo, and make sure your gun is ready.

Once the Licker attacks, just aim down and keep pelting it with bullets while staying close (if you back away, it'll hit you for major damage), 7-10 shots should knock it down for good.



If you did retrieve the Bow Gun earlier, just two close range shots will kill it.

If the Licker did substantially hurt you, don't worry, the second green herb of the game is just a few steps beyond the puddle. Herbs are ultra-useful in this game, not only are they great for healing wounds too insignificant to waste a First Aid Spray on, they can also be combined with other herbs for stronger effects (see the Training Section for more details).

Briefing Room

Well, there's really not much to do here. In Leon's game you can use his pre-equipped lighter to find the **Red Jewel**, but Claire will



have to wait a bit until she finds a lighter of her own.

Strangely enough, unlike Leon's game, there's no ammo here, just a note. So, there's no real reason to even venture in here at this time.



West Stairwell

Be careful for the zombies on either side of you as you enter this area. Just dash past the female zombie on your right (wait for her to lunge, then run), and stand against the far wall and fire away.

After you take out this small pack of zombies, head for the door just right of the stairway, and you'll find yourself in the first "safe room," places in the game where you can save and exchange items without

the fear of being attacked.

Note the locked cabinet, and check out the "Secrets" section of this book for more details.



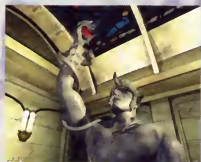
POLICE STATION



Statue Hallway (2F)

Get ready for the hardest puzzle you'll face in the entire game. Well, maybe not, but still— If this mind-bender is enough to keep my talented co-author glued to his chair for incredibly long periods of time (and he *graduated* college!), it must be difficult. Um, Yeah!

Anyway, to collect your first Red Jewel, all you have to do is move the two conspicuously placed statue busts in the room to their rightful locations. It's actually quite easy, just push



each bust to the marked tiles on the opposite sides of the room (so they end up facing each other), and the jewel should fall. Be careful though, if you push the statues too far towards the top or bottom walls, it'll be impossible for you to stand behind them and move them back unless you leave the room and re-enter.



S.T.A.R.S. Room Yeah, we all loved the first Resident Evil, but upon completion it left a single nagging question: Where the heck did Chris and Jill fill out their paperwork after that horrible ordeal?

Thankfully, the talents behind Resident Evil 2 heard our cries, and added the S.T.A.R.S. Room within the Police Station, right where it belongs. Now you too can see where the heroes of the original game drank their coffee, filled out that paperwork, and received their faxes! There's a cool poster hiding handgun bullets; be sure to face, search, and collect.



Unlike Leon, Claire has no zombies to face here...yet.



Ignore this door for now. You can't unlock it without the Spade Key.

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S.T.A.R.S. Room (cont.)

Of course, there is more to do in the S.T.A.R.S. room than just gawk at familiar clothing accessories and cool trophies; you've got a diary to read! Once you learn of Chris and Jill's location, take the **Unicorn Medal** located on the desk and canvass the rest of the room for other goodies.

In addition to the Medal and Diary, the only other item you'll find in the S.T.A.R.S. room is a new weapon, Claire's **Grenade Launcher**.

This powerful weapon is extremely useful, as it can kill just about anything in one shot, given the right type of ammo. Unfortunately, there isn't a lot of ammo for it right now, so you should only use it in life-threatening situations. Grab the fax as you leave the room, and return to the magic box to drop off your excess items.

Above: Red-hot faxing action!
Right: The Grenade Launcher.

Resident Evil 2 Wacky Fun Land

Choice Selections of Nonsensical Background Graffiti

Part Two!

This is an intriguing piece... The top part is clearly "Memory," but the bottom is up to interpretation. "Clarity" would make sense, but doesn't fit. "Charity" fits better, but "Memory Charity"? My guess? The apparent "C" is the right side of a "P" and it's actually "Memory Pharty."

Delinquent lovers Ray and Betsy, who have made their mark twice in this area, are the worst of Raccoon City's vandals. But far more alarming is the "Alex 'n Joel" graffiti just a few steps away? Alex 'n Joel? Unless Alex is short for Alexandria...maybe Raccoon City is more "enlightened" than you'd suspect. Here's hoping Alex 'n Joel's love can survive the disaster that has befallen their sleepy hometown.

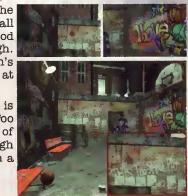
Most of the graffiti where I live, the L.A. area, is gang signs and threats. But in Raccoon City, they're skillfully crafted murals supporting local athletes. Or that's what the highly English "Heat Up Fireboy" says to me, at least.



The "Yo 4 It" Graffiti is pretty baffling by itself... What vandal would come up with a baffling sentiment like that? But even more interesting is "Team Monkey ____." Team Monkey WHAT? A secret Capcom code? The last word is unintelligible, but I like to think that it's "Skat." That would be great.

Lots of stuff here. "Above the Rim?" Tch. Typical basketball graffiti. Not as bad as "Blood on the Dance Floor," though. What, does Michael Jackson's last remaining fan work at Capcom of Japan?

The coolest graffiti of all is right here, though! "This Too Shall Pass." Clearly one of their artists had enough English skill to come up with a suitably freaky sentiment.



"REDRUM." Golly gee! That spells MURDER backwards! Okay, it's a cliché, but it's still kinda cool to see it here, of all places. Maybe they saw "The Shining?"



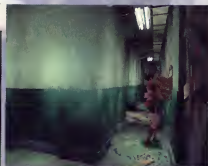
POLICE STATION



Southwest Hallway

Since there's nowhere else to go on the second floor, the Main Hall of the Police Station is our next destination. On the way back through the hallways, though, you might run into a little surprise. Sure, the zombies we've already killed are still gone, but they've left something far deadlier in their wake. Just keep running and get ready for a bit of good ol' fashioned "nightmare fuel."

Actually, just get ready to be grabbed by some hands that, aside from being a bit annoying, don't really hurt you at all. Scary eh?



Main Hall 1F

With the placing of the Unicorn Medal at the base of this statue, yet another mind-wrenching puzzle is solved; and the Spade Key is yours. This key can be used to unlock two doors, one is at the end of the S.T.A.R.S. room hallway, and the other is in the hallway to the west, but we'll tend to those later.

For now though, the East Wing awaits. Be sure to record your progress before you go on!



The East Wing

When you first enter this East Wing hallway, get ready for a fight. A number of zombies will make their way towards you as soon as you appear, so run forward to get a better view and start shooting immediately. Be sure to make every shot count, and load manually whenever you can, as the time it takes your character to reload could mean your death.

If you didn't fire fast enough and are leapt upon, don't worry, just grab the green herb found here to heal up before moving on down the hallway.



East Wing (continued)

Sure, that blue door in this area is certainly tempting, but lets just ignore it for now and go through the little one in the north-east side of the room.

Once you enter this next hallway, be careful. Resident Evil 2 has its share of tricky camera angles, and you've just run into a perfect example. Whatever you do, don't just dash into the hallway, unless you want to get eaten.

In situations like this, when it sounds like unseen zombies are very close, try firing your weapon "over" the camera. When you hear a zombie moan and fall, run forward to give yourself a better camera angle before shooting at the rest around the corner.

Once you clear all the zombies from this hallway, check out the only unlocked door in this hallway (the others require the **Diamond** and **Club Keys** to open) for a box of ammo, as well as a peek into the interrogation room next door, which reveals at least one major item.

Before we head for that blue door, don't forget to walk further down the hallway and grab the first Red Herb of the game. As you may remember from the first Resident Evil, these plants are quite useless by themselves, but can greatly enhance the healing properties of other herbs to the extent of First Aid Sprays.



East Office

Once you head through the double blue doors, you'll be in the East Office. As soon as you enter, dash a bit to the left (dodging the zombie in your way) and stand behind the desks to get a better angle on the numerous zombies that are wandering around, and open fire.

Don't forget to check for pools of blood once you think your foes are dead. There's nothing like running back



Be careful, not every dead body on the floor is always "dead."

though an old room, believing it to be clear of zombies, and stumbling into the arms of an old friend.

Watch out for the corpse laying on the ground, it's not as dead as it seems. You can just avoid it though, if you want to save ammo.



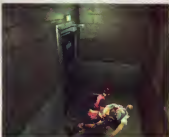
POLICE STATION



East Office (continued)



For some Grenade Launcher ammo and a map of the floor just enter the combination for the safe (2236).



After all the zombies are dead, be sure to nab all the items littered around the office.

One of the strangest-placed items here is the Ink Ribbon. While up until now, these have been normally found next to typewriters, the ribbon in this room is conveniently placed next to a word processor machine. Also be sure to check behind the desk in the smaller office for a very-hidden Green Herb, and the dead policeman's body in the adjoining hallway for some free ammo.

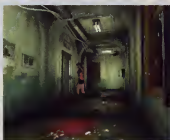
Don't forget to open the safe in the small office for a map and some ammo. Also, if you need more Green Herbs, three can be found outside the door past the fallen policeman in the hallway.



The most hidden item of the game is found here, and disappointingly enough, it's only a Green Herb.



CLAIRE 10/32



Here's the first of two rooms you can unlock using the Spade Key, located right where you first met a Licker.

File Room

Welcome to the first previously inaccessible part of Resident Evil 2. After using your **Spade Key** on the door in this hallway, search the room thoroughly for a few useful goodies, along with a very important item first seen in the original Resident Evil.

While there's no pool to drain or underground hallways to rotate in Resident Evil 2, the **Crank** will play a part in helping you advance later on in the game.

so don't miss it. To obtain the Crank, just push the step stool towards the cabinet and climb on up.

Once you grab the crank, don't forget to search the cabinet on the opposite side of the room for an elusive Ink Ribbon. There's also a note hidden near the cabinet that the Crank was on top of that gives you a clue about an item you'll be soon needing.



Yes! A little kid zombie! Kill it, fast! Oh, wait... She's still human... Um, kill her anyway!



After killing the zombie, use your **Spade Key** on the locked door on the end of the hall to enter the lounge. The little girl (who apparently found her way in through a small air grate near the floor) is no where to be seen, but you will find someone else to talk to.

Leon will give you both a radio and some useless information on where the girl might be and how he's going to look for an escape route.

After engaging in some pleasant conversation with Leon for a while, scout out the rest of the room for a box of ammo, and use your lockpick on the drawer near the only other usable door for some Incendiary Rounds for your Grenade Launcher.

Second Floor Lounge

The Second Floor Lounge is an important storyline area for Claire, as she finally meets both Leon and a mysterious little girl (who will end up playing a huge role in Claire's scenario) for the first time in the game.

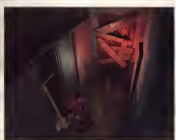
When you first enter the S.T.A.R.S. room hallway, you might notice a couple small changes since the last time you've been here, most noticeably a screaming little kid, being chased by a zombie cop.



Use your lockpick on this drawer...

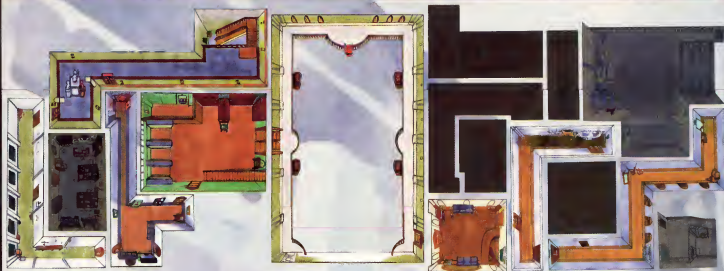


...For some Grenade Launcher Ammo.



Search this area for a hidden box of handgun ammo.

POLICE STATION



The Library



The Library is where you'll find Claire's first animal stone. These are incredibly important items which are vital to proceeding in your quest.

To receive the Serpent Stone, you must first solve a quick puzzle. Climb the stairs to the second level, and travel along the walkway until it gives way and you fall to a new area of the room. Take a look at the painting for the answer to the puzzle, and push the red button to move the bookcase and walk back into the main room.



Now push the buttons on the bookcases, moving them so they match the pattern shown on the painting. Once you hear a clicking sound, check out the painting again for the stone.

Third Floor Hallway

Once you collect your first Animal Stone, check out that door on the second level of the library. It leads to a pathway that overlooks the Police Station's Main Hall, and contains a bit of a surprise. Unlike Leon's game, which allows you to cross this path with ease, Claire has to overcome a liker who's stalking the hallway. Use your Grenade Launcher for a quick kill.

The Crank can be used in this room to reveal a staircase. This doesn't really help you on your quest now, but it's something you'll need to do eventually, so you might as well lose the Crank now.



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Main Hall 2F

You should begin this area by immediately spinning to your right, and opening fire on the zombie stumbling towards you.

There's a total of four zombies wandering around on the second floor of the Main Hall, but only two are presently viewable. Once you take out the zombies to your right and left, run down the walkway and fire at the two remaining zombies as they come into view.



Besides just linking the West and East upper floors, this walkway also has an emergency ladder you can activate for a shortcut to the first floor.

Search the safe room at the other end of this area for the Lighter, and be sure to save your progress.



Be sure to activate this emergency ladder for a shortcut downstairs.



Second Floor Hallways

Be sure to have your Handgun ready as you enter these hallways, as you're almost immediately attacked by a zombie advancing towards you on your left.

Watch out for the second zombie in this hallway, he's advancing towards you from the burning helicopter around the corner. If he hasn't appeared by the time you kill the first zombie, you should run to the glowing corner, back against the wall and fire.

You can't get past the burning helicopter, so just go through the door on the other end of the hall for now.

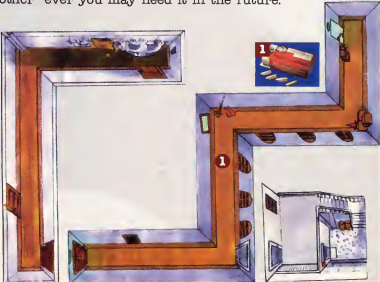
Unlike the original Resident Evil, the crows are very easy to hit using the normal handgun, but seeing how rare ammo is, you're better off just running right past them. If you need healing items, the first door in the hallway leads to that outside stairway that originally had three herbs.

Don't forget to search the dead cops body for a box of ammo!



Second Red Gem

Now that you have the lighter, it's a perfect time to go back downstairs to the Police Briefing Room and light that fireplace in the backroom. After you collect the **Red Gem**, return to the safe room and toss it into the magic box. Remember that you can take the outside staircase to get back, but even if you don't, unlock it from your side so it can be used whenever you may need it in the future.



POLICE STATION



Roof and Back Alley



This snazzy gun allows you to fire three bolts at a time, which could kill a zombie in one shot if they all hit. Don't forget to nab that abandoned steering wheel (um, Valve Handle) next to the desk.

Don't bother opening the door on the other end of the shed, it just allows two zombies to enter, and then seals itself, preventing you from ever using it again.

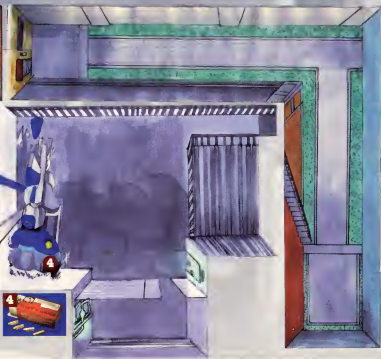
Use the Valve Handle in the passageway next to the helicopter on the roof, check the cooled chopper for ammo, and kiss this area goodbye.



"I know! We'll take the helicopter to esca... Oh." True, my co-author already made that joke in Leon's section, but damn it, it's funny. Anyway, that helicopter isn't going anywhere for now, so just take the stairs down into the back alleyway.

Dodge these zombies down here to conserve ammo and enter the shed at the end of the alleyway.

There are quite a few important items in here, including a new weapon for Claire, the Bow Gun.



CLAIRE
14/32

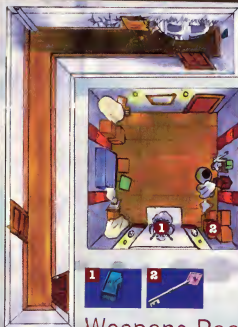
Storage Room

Take both **Red Jewels** from the magic box before making your way past the helicopter. Ignore the strange sound you'll hear for now.

The Storage Room has two major items to find: The **Diamond Key** and a piece of the blue animal stone (you still have one more complete stone and the other half of this one to find).

Place the jewels in the two busts entrenched into the wall on either side of the main statue in the room, and its chest will open, revealing the **Jaguar Stone Piece**.

The Diamond Key is resting on a box on the left side of the statue, don't forget to grab it before you leave the room.



Weapons Room

The Weapons Room, with such a large number of zombies in such a small space, is one of the more dangerous rooms in the Police Station. It's also the perfect area to try out your more powerful weapons.

You should visit the safe room near here before entering the Weapons Room and record your progress, as well as retrieve the Bow Gun (or Grenade Launcher) if it's been stored.

There are six zombies in this room, and they advance on you quickly, so be sure to make every shot count. You can clear this aim fast enough, but it's extremely hard to escape unscathed with just the regular handgun.



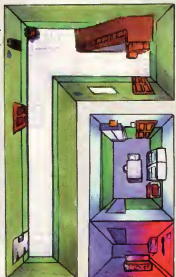
Be sure to stand with your back to the wall and fire quickly to take out the zombies wandering around back here.

Watch out for the zombies on the other side of the cabinets, they will leap upon you if you turn the last corner without firing a couple of shots with the handgun first (see screenshot to the right).

Don't forget to search the cabinets around the room for a quiver of bolts and some film, and pick the cabinet near the other door for a vital item, the **Plastic Explosives**.



Pick the lock (left) and take the plastic explosives (above).



POLICE STATION



West Office



Wow, your once-pleasant acquaintance has been turned into a zombie! Make most of his body vanish with a shot from your Grenade Launcher, and then search the office for a box of ammo, a note, a Green Herb and the Detonator.

Go ahead and combine both the Detonator and Plastic Explosives now to create the **Bomb**.



He came apart when you told him he had become a zombie! Get it? Came apart? Gah, everybody's a critic...

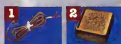


The Interrogation Room



Now that you have the Diamond Key, you can finally access the interrogation room. Be sure to nab the Eagle Stone, and check out the table for the Cord.

Um, be careful when you pick up the stone, though...



Fix the Security Box

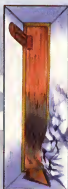
With the **Cord** in hand, run to the hallway past the first magic box. Use this item on the security box to close the automatic shutters and prevent future zombies from entering.



The repaired box lasts all the way until the second mission... but not long after.



Police Chief's Office



Now that you have your assembled bomb, make your way to that demolished door next to the helicopter wreckage, and use it to clear the way. You're now in the first major area exclusive to Claire in the 1st mission of the game.

The Police Chief's Office is one of the more disturbing areas in Resident Evil 2, primarily thanks to the dead woman on the Chief's desk, and his freaky dialog "explaining" the situation.

After you talk to the Police Chief, take a bit of time to wander around the rest of the office. The main room is one of those areas that looks like almost everything on a shelf should be an item, but unfortunately there's nothing you can take.

Once you reach the darkened room, turn on the light switch to reveal Sherry, who, like always, will freak around the room a bit. After you talk to her, search the rest of the room for a First Aid Spray, and don't forget to take the Secretary's Diary, then make your way back into the main part of the



office.

The Heart Key is now laying on the Chief's desk, so go ahead and grab it. You should also take the diary on the chair and then check out the painting behind the desk for a clue on what to do with the stones.



BASEMENT



Northeast Hallway

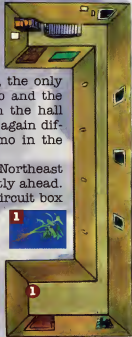


Now that you finally have the **Heart Key** in your inventory, make your way to the locked door in the East Office hallway.

Despite the questionably shattered windows and deceiving camera angles, this hallway really doesn't have anything to offer in the way of opposition. In fact, the only things you'll currently find here are a single Green Herb and the stairs to the Basement Hallway. The only other door in the hall can't be opened until you acquire the Chub Key, and (once again differing from Leon's version) Claire's game offers no ammo in the item shelves behind the staircase.

You should make sure you have the Bow Gun in your inventory before you enter the Northeast Hallway though, as you'll find your latest weapon is extremely useful in the areas directly ahead.

Also note that this is another area in which you can use your **Cord** to reactivate a circuit box and shut off windows, but we still suggest you use it to seal off the other area.



Basement Hallway



As long as this dog isn't angry, you can wait patiently for him to advance, and take him out in a single point-blank shot.

Ah, Resident Evil dogs. The beasts who were responsible for freaking the crap out of us in the original game are back, but now you can return the psychological and physical pain they dealt you last year with the help of your newest weapon. That's right, dogs don't like the Bow Gun.

When you first hear the "clack-clacking" of their paws on concrete, slowly walk forward from the staircase to the thin hallway around the corner. Stop once you enter this walkway, lower your Bow Gun, and wait for the first beast to advance. He'll still be walking, and won't run unless you make any sudden moves. Once he's in range (*very close*), pull the trigger and watch him yelp. If you nail him with all three bolts at a close enough range, you'll take him out without having to fire a second shot.



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Basement Hallway (continued)

The other two dogs stalking the main hallway won't be quite as easy to beat as their brother, but they shouldn't cause you too much trouble. Walk (do *not* run, or the dogs could start their attack) down the thin hallway until you reach the main area, then quickly back up a step and wait for either of the dogs to slowly walk towards you. Once the dog gets close enough, fire a well aimed shot into his body. The last mutt should appear from the opposite side of the hallway seconds after you take out his buddy, so keep your Bow Gun pointed down.

If the dogs do break out into a run, don't panic. Just quickly withdraw to the stairs, and once you come down again, the animals you left alive will have peacefully "reset" into their original positions.



Outside Area & Safe Room

Once you defeat the dogs, walk to the double doors on the far left side of the hallway and exit to the outside alleyway. Ignore the dog sounds you hear for now, and pick up the Red Herb on the ground before turning the corner. The dogs will leap down and attack shortly after you hear their growls, so dash to the manhole and

make your way down before they can reach you. The only Basement Safe Room is just ahead.

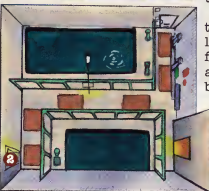
Sherry's Quest



Now you get to play in one of the most demented video game scenarios ever devised... It's up to you to guide Sherry, an innocent little girl, through a dog-infested area, alone and armed only with...a First Aid Spray! A single stinking First Aid Spray! Sure, you might be able to annoy the vicious beasts by spraying the healing liquid into their eyes, but then you'll just have pissed-off mutts tearing you to pieces. So your only option is to try to dodge the dogs and heal whenever necessary. (Mysteriously

though, Sherry can take a lot more damage than any of the adults.)

Anyway, when you enter the main area via the elevator, quickly dash to the door to the right. Once inside, leap into the lower area of the room, and push the boxes so they form a line (see shot above), then climb back up and hit the switch. Grab the Club Key from the bookcase on the other side of the water, and don't forget to take the map on the wall. Be sure to find the grenade ammo behind the door on the other side of Waste Processing Plant before you run back to the elevator.



For such a little girl, Sherry sure bleeds a lot!

BASEMENT

Outside Alleyway



(unless you want to save your game again in the near future), it's just a waste of ammo to finish them off.

Be sure to stop back into the safe room to pick up your Grenade Launcher and Acid Rounds before climbing back out into the outside alleyway. This might also be a good time to record your progress.

The two dogs will still be prowling around in the alleyway, so get ready to run. Since there's no reason to come back here



Fun with Acid Rounds

Sure, Lickers seem tough. They're fast, have a great attack range, and can even leap at you for major damage. But they do have one weakness, acid.

When you re-enter the Basement Hallway, and hear the two Lickers making their way towards you, don't worry. A single well aimed shot of an acid round from Claire's grenade launcher will kill a normal Licker every time!



Machine Room



card reader you might have noticed on the way to the Parking Garage.

To restore power to the card reader, just activate the backup generator by flipping the switches in such an order that doesn't allow it to overload. It's really much easier to keep the arrow below the red than it looks, On/Off/On/Off/On or On/On/Off/Off/On are just two of the possible answers.

Before or after you scour the Parking Garage for all those vital items, you can visit the Machine Room.

This area not only has a Green Herb and map to find, it also allows you to return power to the defunct

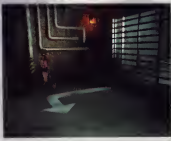
Parking Garage

You're now in the most important part of Claire's quest. This is where you finally... Um, this is that place that you... Actually, there's absolutely nothing to do here, other than to collect a single herb. Cool huh?

If you're fine for health, you can totally ignore this area for now.



Don't worry about this truck, it can't be moved.



Now aren't you glad you went into the Parking Garage?

CLAIRE
20/32

Morgue

Now that the power to the Card Reader has been re-activated, all we need now is a security card. And where else would this handy piece of plastic be, other than in a morgue?

When you enter this area, ignore the bodies on the floor for now, and make your way to the cabinet near the back of the room.

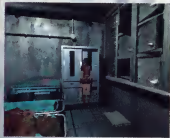
Once you grab the card, use your Bow Gun to clear out the zombies, and head for the Weapons Room.



Weapons Room

The Weapons Room is keen not only because it allows you to pick up more precious ammo, but gives you the choice of grabbing a powerful new weapon or a sidepack that allows you to carry more items. The catch is that if you decide to take both goodies, there will be nothing left for Leon in his 2nd scenario. So it's best to just take the Sidepack for now (as Claire has all those grenade types to carry), and leave the Sub-machine Gun for Leon to get later.

Don't forget to pick up all the 30 rounds of hand-gun ammo and an extra quiver of bolts.



Ah, decisions, decisions...

Night Duty Room

Now that you have the Club key in hand, you can open that door in the Northeast hallway behind the stairs.

There's not a lot to do in the Night Duty Room, other than grabbing some more Acid Rounds for your Grenade Launcher and checking out the Night Watchman's diary.

Press Room

The Club Key also allows you entrance to the Press Room, which is located at the end of the Interrogation Room hallway. Before you head over to this area, be sure to stop by a safe room to gather both your Grenade Launcher and Lighter. As with any area occupied by a Licker, be sure to have your Grenade Launcher loaded with Acid Rounds. Once you enter the room,

stand near the door and aim down to fire on the single Licker advancing towards you.

Use your Lighter on the furnace, then activate the 3 torches on the wall in the order of "Queen, King, Jack" (12, 13, 11) to make the painting in the opposite side of the room drop the Gear.

Grab the Gear and second role of Film as you leave the room.



SEWERS

Monsters Return

As you make your way up to the Clock Tower, you'll find a new lick in the Main Hall 2F (right up the ladder). When you enter the Library, zombies will flop into the station through unsealed windows, but unless you backtrack, this shouldn't affect you. Now head to the Clock Tower (see right, "Clock Tower").

Police Chief's Office



If you haven't already, combine the two pieces of the Jaguar Stone on your way to the Police Chief's Office. Once inside, insert the Animal Stones into the slots behind the painting.

Ignore Sherry for now and grab the note on the floor in the secret passage before entering into the elevator.

After you talk to the Police Chief, search the Taxidermy Room for a box of Acid Grenades. This is

one of those areas, like the office above, where it looks like everything is an item, but nothing can be taken.

Before going down the ladder, backtrack to the last safe room and record your progress.



Clock Tower

Be sure to have the Gear in your inventory as you make your way through the Library and up into the Clock Tower. If you've already used the Crank, go up the Stairs it lowered and insert the Gear into the Machine. The door that holds the second piece of the Jaguar Stone will open, meaning all three Animal Stones are now yours.

Off to the Police Chief's Office!



Don't forget to save!



BOSS

This first boss, like many of the major foes you'll face in the Resident Evil 2, really isn't that challenging. In fact, with the Grenade Launcher, you can beat him in a matter of seconds.

You'll find a surplus of powerful ammo right before you fight him (this will happen before just about every boss), Acid Grenades in this case.

Fortunately, with this guy, Acid Grenades are not needed. You'll need to pump as little as five Acid Grenades into this boss to knock him down, but Flame Rounds work almost as well (about eight shots). Regular Grenades and the Bow Gun also work, but expect to waste a lot of ammo.



definitely the way to go. You'll need to pump as little as five Acid Grenades into this boss to knock him down, but Flame Rounds work almost as well (about eight shots). Regular Grenades and the Bow Gun also work, but expect to waste a lot of ammo.



If you want to save your Acid Rounds for future Lickers, other Grenade Ammo works. Just not as well...

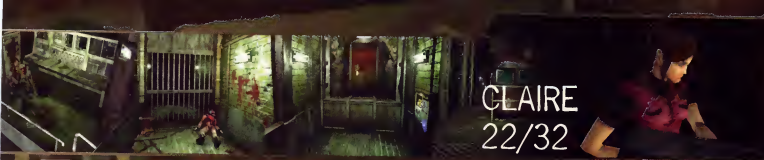


These little huggers are annoying, but can be easily killed with regular handgun ammo. Or for a bit more fun, try running them over!

For an easy kill, you could just run in, wait for him to advance towards you, and fire away. If you use Acid Rounds, you should be able to kill him before he gets near enough to be a threat. If he does get too close though, just dash past him as he "makes" more Huggers.

The little Huggers he drops can be annoying, but you can shake them off by tapping in one direction repeatedly. Once they fall off, shoot the Huggers with your handgun, or just step on them!





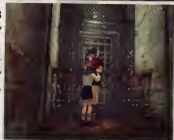
CLAIRE

22/32



Get Sherry

Before you leave the boss area, be sure to go back for Sherry. Now that you're taking care of her, you can't leave Sherry behind. As any responsible guardian knows, you can't enter major parts of a zombie-infested structure without the child at your side. Isn't this great? RE2 lets you kill baddies and learn about child caring responsibilities at the same time!



Dust Chute

Once again, thanks to uncontrollable circumstances (damn automatic opening water drains), you'll find yourself controlling an unarmed little girl. Thankfully, this time you won't be forced to play hide-and-go-seek with a pack of doberman pinchers. While Sherry's in this area she'll only have a single zombie to worry about, and a bunch of icky bugs.

When you first take control of Sherry, travel into the lower level of the Security Office, watch out for the zombie wandering around here, and make your way into the grate in the wall near the back of the room (you can't pick up any items here). Be careful for the cockroaches, they can't hurt you individually, but if more than four land on you at once, it could be game over.



Grab the Wolf Medal and it's back to Claire.



South Control Room



Now that you have Claire back under your control, head for the South Control Room (picking up the two Blue Herbs on the way). It's here where you'll find a nice supply of ammo, a First Aid Spray and an opportunity to save.

The ammo is "hidden" in the bag on the table, (don't forget to grab the nearby note), and you'll find the First Aid Spray in the cabinet next to the typewriter (where the Ink Ribbon is located) and magic box. Before we head down the elevator, you should first check out the locked door to the right of it.

This is the area that Sherry found herself in before venturing into

the Dust Chute, so be sure to grab the items shown on the map above: Another quiver of 36 bolts, and a case of regular grenade rounds.

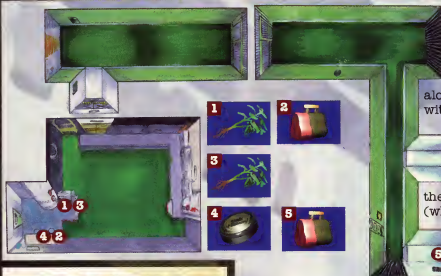
Watch out for the single zombie down here while gathering the items, and don't worry about the Dust Chute itself, Claire can't fit through.

Once you've gathered everything, climb back up the ladder.



Don't miss the "hidden" Bow Gun ammo here!

SEWERS



Waste Treatment Pool

Before you leave the South Control Room, go into the magic box and stock up on items. You'll need your Valve Handle, along with your Grenade Launcher loaded with Flame Rounds.

Don't forget to grab the map off the wall in the first hallway, and search the bodies in the northern part of the sewer for some more Flame Rounds.

You should watch out for spiders in the sewers, as they tend to attack from above (which can poison you). Both of the areas down here have two Spiders each, and can be easily evaded by running if you wish.

If you are poisoned, don't worry. The room at the end of the sewers has a bushel of eternal blue herbs you can use (but not take).

Use your Valve Handle on the area shown on the left, and save your game at the typewriter across the bridge. You should use the Valve Handle again on the other side to



raise the bridge back up, and grab the Flame Rounds before you go on.



BOSS



If you get far enough ahead of him, you could fire at the alligator in the straightaways (top), but your best bet is to run for the corners (bottom).



Stick with Flame Grenade ammo for this boss, both acid and regular rounds suck against him, and the Bow Gun is just a joke...

ty of ammo thanks to the stashes you've recently found.

Fire up to three shots whenever he turns a corner, and then just run to the next corner and repeat. It will take as little as eight shots to kill him, just make sure to save the last shot until you're at the very end of the corridor.



No matter how many times you hit the alligator while retreating, you can't kill him until you get to this area.

Dumping Area

Once you've defeated the Alligator boss, make your way back down the corridor and open the now-sealed door on the end. After finding Sherry don't forget to pick up the Wolf Medal and search the area shown to the right for an elusive Ink Ribbon.

Climb up the ladder and explore the upper floors of the waste treatment center. If you find your way barred by the lack of a walkway, you'll have to run back down to the area with the typewriter and raise the bridge back up with your Valve Handle. Search the body on the floor next to the control panels for the Eagle Medal and check out the nearby note.

Use your Valve Handle (for the final time) on the control box next to the ladder leading up to the giant fan, which opens a "shortcut" back to the sewers.



Don't miss this hidden ink ribbon!



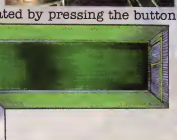
Tram Station

The two medals you've found can be used on the strange control box next to the water-fall at the end of the sewer area.

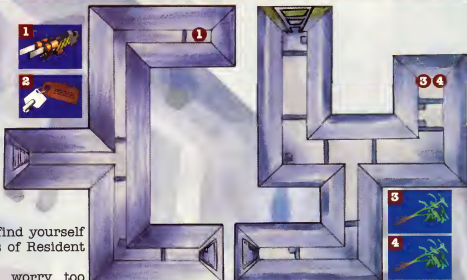
On your way to this area, be sure to watch out for zombies that suddenly rise out of the water. After all three are dead, your way to the control box will be clear.

When you use the medals and the water recedes, don't waste your time by going back and searching the bodies on the ground. Although it seems like they should, none of them carry any items.

Don't pass up the storage shelf in the tram station, it holds handgun bullets and flame rounds (these items won't be there if you killed the Croc boss with the secret 1-hit method). The tram itself can be activated by pressing the button on the nearby control panel.



VACANT FACTORY



Vacant Factory

Upon exiting the tram, you'll find yourself in one of the least exciting areas of Resident Evil 2, the Vacant Factory.



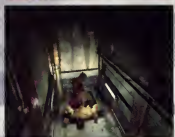
While that flare cannon looks damn cool (top), it really isn't needed to find the key (above).

Don't worry too much about that strange flare cannon in the factory's sky tram station, but if you happen to have your lighter on you, go ahead and activate it. All it does is brighten the room for a second, allowing you to see the **Weapon Box Key** on the ground. If you don't have your lighter, no big deal, just search the area shown to the lower left for the key.

There are quite a few zombies in the hallways down here, which means you should take every corner slowly, and don't be afraid to shoot down a hallway even if you can't see what's on the other end. Both hallway areas have a dead end with items; the first has a sorta cool new weapon, and the second has two Green Herbs.

Although the **Spark Shot** looks similar to a Star Trek phaser rifle, it certainly doesn't have the power. While its abilities are kinda cool, being able to hit enemies on the ground (without aiming down) and having the ability to hit two baddies at once unfortunately doesn't make up for the gun's overall weakness and limited range. The Spark Shot effect does look neat, though, and it certainly is a welcome addition to Claire's arsenal.

Hold off on saving in the safe room for right now, and just go ahead and collect the items found in this area. Once you gather the Normal and Flame Grenades, Ink Ribbon and slightly-hidden First Aid Spray, head out to the Elevator Platform for more goodies.





CLAIRE
26/32

Elevator Platform

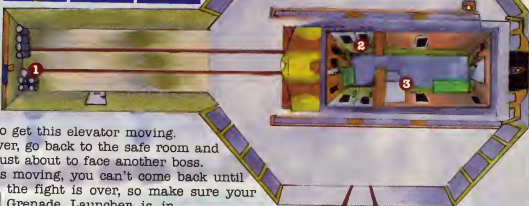
When you enter the hanger, search the ground near the rear of it (shown below) to find a box of regular handgun ammo. You should also grab the map found on the wall on the right hand side of the hanger.

The train itself holds both Flame Rounds for your Grenade Launcher and the **Down Key** needed to get this elevator moving.

Before you do that, however, go back to the safe room and save your game, as you're just about to face another boss.

Once the elevator starts moving, you can't come back until the fight is over, so make sure your Grenade Launcher is in your inventory, along with a healing item or two.

Once the elevator reaches its destination, you'll be in the Laboratory, the final area of the game.



BOSS

Once again you have another Resident Evil 2 boss to face, and once again you'll notice he's really not that hard.

Although this guy swings his clawed hand fast, it really doesn't do that much damage if it connects. Your best tactic is to just run away from him to give yourself a safe space cushion, and fire a couple of Flame Rounds from your Grenade Launcher. If the boss gets too close and starts swiping at you, wait for him to raise his clawed hand and run past him on the non-clawed side.

After about seven flame rounds the boss will raise his hands into the air briefly, then start stumbling towards you much more slowly than before. This indicates he's almost dead, and one more shot will finish him off. Wait until he lowers his hands before firing off that last shot, as the damage won't register any earlier.

No other weapon is really useful, but you can expect similar (but not quite as impressive) results with other types of grenades. The Spark Shot is totally useless though (it takes 60% power to knock him down), as is your Bow Gun, handgun and...um...knife.

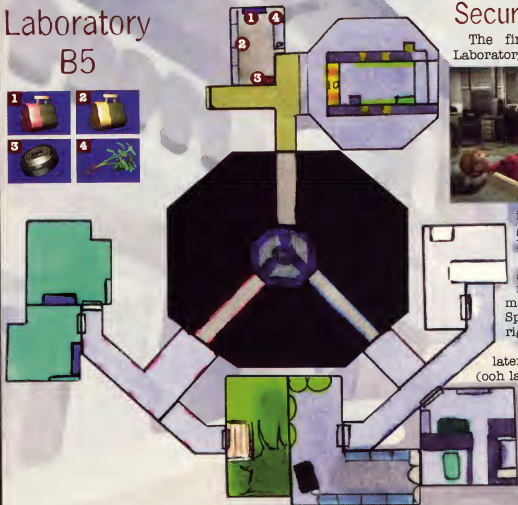


You'll quickly notice that no weapon other than your Grenade Launcher (loaded with flame rounds) will really work against this guy. The spark shot does look cool though!



LABORATORY

Laboratory B5



Security Room

The first area you'll find in the Laboratory is the Security Room. This is the only place to save on this floor, so you might as well record your progress now.



Scavenge this room for a bunch of items, including

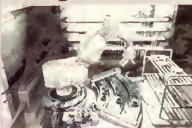
more flame and acid grenades, a Green Herb and an Ink Ribbon.

Now that we have so much grenade launcher ammo, you might want to make it your primary weapon and dump the Spark Shot and Bow Gun for right now.

When you re-enter this area later, be on the lookout for naked (ooh la, la!) zombies prowling around. They are slow and normally bunch together, making them easy targets for any weapon you have equipped.



Refrigerated Room



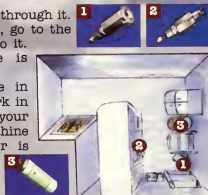
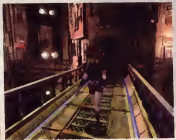
When you hit the fork in the Lab's central walkway, take the blue route and head for the frozen doors at the end of hallway.

It's in this Refrigerated Room where you'll find a useful First Aid Spray, and face another one of Resident Evil 2's wacky puzzles.

Don't panic! Settle down, and we'll talk you through it. First, grab the **Fuse Case** on the stand. Next, go to the machine three feet away and put the case into it.

Done, the Main Fuse is yours. Good job!

With the Main Fuse in hand, go back to the fork in the walkway and place your new item into the machine found here. The power is now on, allowing you access to the rest of the Laboratory.





CLAIRE
28/32

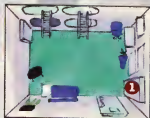
Staff Quarters

Once the **Main Fuse** is in place, take the pink walkway and keep going down the hallway to the normal door at the end of it. Inside the Staff Quarters you'll find more Bow Gun ammo (in the locker next to the door), two notes (one of which has important information), and another bushel of always-present blue herbs. There's also a computer here that allows you to turn on the "Anti-B.O.W. Gas" and a hole in the far wall with plant tentacles flailing about.



Kill the plant by firing a single flame grenade at it, and then climb through the hole. Watch out for the two Lickers found inside this new area. They can both be killed with a single well-aimed grenade (of any kind) if you've turned on the Anti-B.O.W. Gas (see section below for more information). If the gas isn't on, stick with good 'ol acid.

The second Staff Quarters also holds two cases of regular grenade ammo and an Ink Ribbon.



Anti - B.O.W. Gas

Ok, you've used the computer to turn on the switch, and now everything's this ugly green color, what gives? Welcome to the world of **Anti-B.O.W. Gas**, one of the lazier aspects of Resident Evil 2. While turning it on is totally optional, the effects it produces are strange, making most of the enemies a bit weaker

(the new Lickers now only take one Acid Grenade to kill), and others apparently a bit stronger. The question is, "why is this even an option?" The overall effects are hardly noticeable beyond the weaker Lickers... What's with the drastic visual change for such a small effect?



West Area Hall

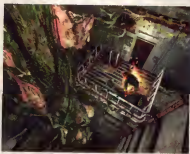
Now that you've gathered up the items from the last area, it's time to open up that cool metal security door you passed on the way to the Staff Quarters.

With these doors now active thanks to the replacement of the Main Fuse, just hit the red button on the wall, and get your grenade launcher ready armed with flame rounds.

As soon as the door fully opens, rush inside and fire two shots into the center of the two plant creatures.

If you aimed correctly, they should both burst into flames and fall (Anti-B.O.W. Gas activated or not).

Go through the door on the other end and nail the plant creature on the ladder walkway, then go back inside. Two more of these creatures should have re-appeared, so go ahead and take care of them now. This area is now clear of enemies, so go ahead and climb down the ladder.



LABORATORY

B4 Hallway

While you've met these new lickers once before (in the second Staff Quarters Room),

it's not until right now

you'll realize

exactly

how dangerous they are compared

with their cousins.

Not only do these monsters, complete with their single menacing claw on each hand and new earth-tone colors, look scarier than the originals, they tend to be a bit more aggressive. Where the first

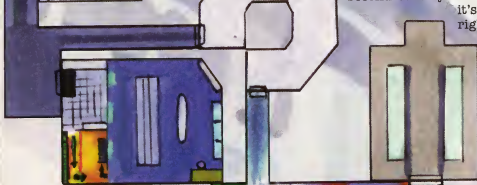
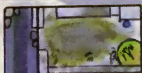
lickers would hiss at you a bit before

advancing, these guys leap at you with much less of a warning, and are a whole lot faster. To make matters even worse, they take more hits to kill. If you did turn on the gas in the Staff Quarters, they'll be a bit easier to take down (about as tough as the first lickers), but with the gas off, expect to spend two acid grenades on each of them.

After fighting the one in the hallway, watch out

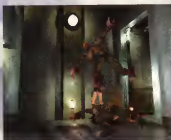
for two more lurking in the larger walkway beyond it.

My co-author wanted me to point out how these new lickers are like Tamagotchis, but I have no idea what he's talking about...



Control Room

On your way down this corridor, don't forget to grab the map off the control panel, and take your Weapon Box Key out of the magic box.

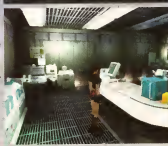
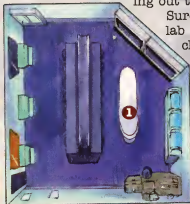


Dr. Birkin's Laboratory

Use your newly acquired Weapons Locker Key on the lit locker in the first room of the Lab. Inside you'll find even more regular grenade ammo, perfect for clearing out the baddies in the following two rooms.

Sure, the only enemies in this section of the lab are zombies, but damn it, we're getting close to the end of the game, and it's fun to overkill these guys. So go ahead, use up a case of regular grenades on these folks, you deserve it!

After you've had your fun, grab the Lab Key Card you'll find on the table, and note the vaccine machine. It'll come into play very soon.





CLAIRE
30/32

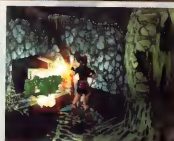
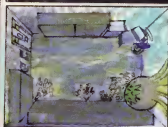
Network Administrator's Room

Sure, those cockroaches were a pain, not to mention damn scary, but you haven't seen anything yet. That's right, once you step into the Network Administrator's Room, you've stepped into hell; otherwise known as the lair of the Giant Moth!

Calm down! Everything's going to be fine, just stick with these vital instructions: When you see the

Moth, shoot it a lot! This beast is weak and slow, not much of a threat...

After the Moth is dead, clear off the computer with a grenade (why not?) and enter your name as "Guest."

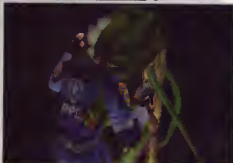


Resident Evil 2 Wacky Fun Land

Resident Evil 2's Best Violent Death Scenes

Part Four!

A few days ago, Connie Martinez from the local Channel 2 "Action News" came on TV and told me that I should not buy Resident Evil for my non-existent children this Christmas, because its scenes of graphic violence will rot their minds. While the dogs and zombies kill you in much the same way, I can't wait to see how Connie's gonna freak when she sees these new additions in the sequel!



Plants wrap their petals around Leon, and when they open, he's short a head.



Angry bikers smash Leon's head into the pavement. (Jumping attack only)



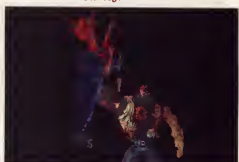
A very happy alligator tosses up and catches his new toy.



Mission 2's Tyrant knocks you down and smashes your head with his boot.



Mutation Four, 2nd form. Leon goes in, a cascade of blood comes out.

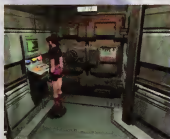


Mutation Two: His rare uppercut finishing blow savagely skewers Leon.

LABORATORY

G-Capsule Room

After you've entered your fingerprints into the computer, go back to that locked door in the other main hall to activate the first of a two part lock. Claire will never be able to get inside, but by doing this, you allow Leon to enter in his 2nd mission.



V.A.M. Room

So, you need to create a vaccine for Sherry, but need a base substance, where would you go? That's right, you need a V.A.M. Room!

Luckily, you'll find one of these areas next to the sealed door in the "blue" hallway. Open this room using the card key you just found in the Lab, and



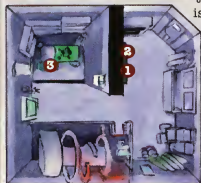
get your Grenade Launcher ready. There's a bunch of zombies in here, but if you take it slow, you should be able to easily take them all out.

Grab the Vaccine Case from the bed, then place it into the V.A.M. machine. Presto! We have Base Vaccine!

Once the room is cleared of baddies, look for the **Vaccine Case** on the mobile bed next to the door, and turn on the red switch



on the wall. When the V.A.M. machine come on, place the case into it, and walk to the control panel near the surgery tables. After you finish the process, take the **MO Disk** on the table next to the V.A.M. control panel, then remove the finished **Base Vaccine** from the machine.



B4 Hallway

With the Base Vaccine in hand, rush down to Dr. Birkin's Lab in the lower levels. Be careful though, as the trek down won't be quite as easy as you might think.

Naked Zombies now stumble around the hallways in the lower level, so have your weapon ready. There's a couple of zombies in the hallway, and a small pack in the room beyond. If you are hurt, don't forget about the two Green Herbs found here.

You might as well use your Bow Gun against these guys, because frankly, you'll never really need to use it again in the game. Once they're dead, your passage to the Lab should be clear!





CLAIRE
32/32

Dr. Birkin's Laboratory

Place your Base Vaccine into the blue Vaccine Machine near the rear of Dr. Birkin's Laboratory, and watch the magic begin. After you receive the finished Vaccine, head back out to the Control Room hallway, and save your game. Once you've recorded your progress, go to the magic box and grab your grenade launcher, plenty of flame



rounds, the MO Disk and a couple of healing items, as you are about to face the final boss.

You can also forget about Sherry for the rest of the game, as the cinema here explains, thank God!

Elevator Room

The huge door in the hallway leading to the Lab can now be opened, thanks to that MO Disk in your pocket. Once inside, push the button near the large doors on the other side of the room, and get ready for a final boss encounter. Once he's defeated, the path for Claire's escape should be self-explanatory, and there are no more enemies to stop you.



BOSS

Well, this is it, Claire's final confrontation. You're at the end of the 1st mission, so don't be afraid to use up everything you've got.

The final boss's first form isn't really that fast, and can be easily hit from a distance. It's when he hunches over, though, that the trouble begins.

Use your flame rounds, and the first form will fall within five shots, but be sure not to be too close when he changes. His "dog" form is quite a bit harder, and your best bet is to stay a medium distance away at all times. If you're too close, the dog will charge and "munch" on you (causing huge damage), and if you're too far he'll leap and nail you from the air. Watch your health meter, and keep yourself above "Caution" as many of his attacks could kill you in this status. Keep firing at him with your grenade launcher, and you'll finish him in under ten more shots.

Don't let the timer be a distraction, you should have more than enough time to beat this boss. But be forewarned that you'll need to finish him with at least a forty-five second cushion to make a safe getaway.

If you're too close when he charges, this boss will munch on you a bit, and take off major damage. Keep an eye on your health!



Although his first form looks intimidating, the final boss isn't really a problem until his second form.



This is the form to look out for...



He'll sometimes jump on top of the canisters to get a better look at you. Shoot him before he can jump away!



Nail him with flame grenades.



Leon's Second Mission

This scenario can only be played upon completion of Claire's first mission



Back Entrance

When you first enter the Police Station's back entrance, head right (towards the camera) and dodge the two zombies on the way to the small office found on the other side. Once inside, quickly grab the key, and head back out the way you came. The zombies will be a bit closer than before, but there should still be enough space between them to run through. With your new key in hand, avoid the zombie near the shed entrance and make your way inside.

City Street



Just as with the beginning of Claire's game, you start Leon's second mission on the city street. This time, however, you start on the opposite side of the flaming wreckage.

Like before, you must make your way to the Police Station, but this time it'll be

just a bit easier. The street has no items to pick up, so don't bother waiting around, just zig-zag through the zombies found here. The easiest way is to run along the bottom of the screen to pass the first, then run up past the baddie near the hot-dog stand, then run in-between the final two.

And, well, that's it! You've made it to the Police Station compound, easy eh?

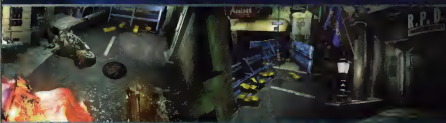


The Shed

The Shed now contains a box of regular handgun ammo, an Ink Ribbon and a type-writer (but don't bother to save yet).

As in the mission before, if you attempt to open the door you just came through, two zombies will spill in, so don't try returning.





LEON

(2nd Mission)
02/20



Back Alleyway & Roof



On your way to the actual Police Station building, you'll have to dodge a few zombies that are staggering around the back alleyway past the Shed.



Don't bother using your weapon to clear these guys out, since you should have more than enough room to safely run through them, and you'll never be coming back down here.

Ignore the burning helicopter for now.



Hallway & Safe Room

The birds found in this hallway can once again be easily avoided, so don't waste any ammo killing them. The first Green Herb of the scenario is near the beginning of the hallway, and there's a box of handgun bullets on the downed police officer.

The door at the end of this area leads to the hallway with the burning helicopter, and an encounter with two Lickers. To easily avoid these guys, just dash straight towards the other door, and you'll be able to make it inside before they have the chance to reach you.

The first Safe Room holds an Ink Ribbon, a box of 30 bullets, the first Small Key and a diary. You can hold off saving for right now, as we'll be back here in a few minutes.



POLICE STATION

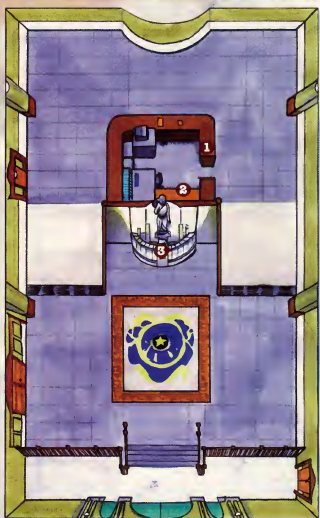
Main Hall 1st Floor

The second floor of the Police Station's Main Hall is right past the first safe room. There's nothing in between you and the emergency ladder, so don't worry about running into a zombie on the way. After you activate the ladder, you could travel to the other side of the second floor to get the Unicorn Medal (see text below), or you could just climb the ladder down.

The only real reason to go to the main hall right now is to pick up your Shotgun. It's sitting on the table near the typewriter and computer. You can also grab the Ink Ribbon found here, but once again, there's no reason to save at this time.

If you did pick up the Unicorn Medal already, go ahead and place it into the statue like before. You'll get the Spade Key, but you can't use it just yet.

After grabbing the Shotgun, make your way back upstairs to the safe room.



Main Hall 2nd Floor

You'll find a bit of zombie opposition past the emergency ladder on the second floor of the Main Hall. There's five zombies stumbling around on the walkway between you and the Unicorn Medal. Once you take them all out, remove the medal from the crest at the end of the walkway.

Don't worry about any of the doors in the Main Hall, they're all locked, including the Library.



East Office

After you acquire the Shotgun, make your way back into the crow-filled hallway past the first safe room. The first door you'll see in the hallway will lead you to that outside staircase, allowing you a path to the first floor. If you are wounded, don't pass up the three Green Herbs found in this area.

When you first enter the East Office, don't forget about the box of ammo you can find on the dead officer. The door on the other side of this hallway is still locked, so there's no reason to even try it.



Wow! These stairs finally prove to be useful



LEON

(2nd Mission)

04/20

East Office (continued)



One of the first things you'll see in the East Office is the Valve Handle on the right side of the room. Go ahead and pick it up now, but watch out for the zombies wandering around in here.

The safe in the smaller office has more shotgun shells and a map (the combination, in case you forgot, is 2236), and be sure to check out the desk for a box of normal ammo and that "hidden" Green Herb found behind it. That strangely-placed Ink Ribbon is still on the table in the main room.

After you clear the room of zombies and items, leave the same way you came. While the blue doors are unlocked, the surprise behind them isn't pleasant, and should be avoided for right now...



If you go through the blue doors, expect a painful surprise waiting...



Roof

You might want to save your game before venturing out here...

Use the Valve Handle as you did in the previous game to extinguish the fire, and then search the 'copter for more shotgun ammo. Find the shells now, as you won't be able to come back here later.



TYRANT - 103

When you re-enter the hallway after putting out the helicopter, you'll notice the crows are gone... But they've been replaced by something much worse.

The main difference you'll see between a character's normal and second mission games is the addition of the Tyrant-103. This bad-ass new enemy roams certain areas of Raccoon City, giving you a challenge (and one hell of a scare) whenever he appears.

Although you can run away or knock this guy down with enough shells (check out the monsters section for more details), he never actually "dies," meaning there's no way to permanently stop him from coming back. The good news is, he gives you ammo after falling, so you rarely waste bullets. The only problem is the amount of damage he can place on you before he falls. Be sure to hit him with a strong weapon, and remember, if he connects with a wide swing, you can run past him when he raises his hands to perform a hammer blow.

Check out his body after each time you knock him down, and these items could be yours (listed in the order you should meet him): 30 bullets, 30 bullets, Shotgun Shells, Magnum Bullets, Magnum Bullets, Magnum Bullets. We won't ruin the experience by telling you exactly when to expect him. Good luck!



No matter how many times you kill him, this Tyrant keeps coming back.

POLICE STATION



Storage Room



have your gun ready when you take the key card, um, just for the heck of it...

Now that the fire is out, you can make your way past the previously burning helicopter.

The Storage Room is just as sparse with items as it was in the last game, but now it carries a slightly different selection. There's a **Blue Key Card** on the boxes now, and (when you get both **Red Jewels**) a different major item will now be in the statue's chest. Oh yeah,



Unlock Doors

Now that you have the **Blue Key Card**, go back to the Main Hall and access the computer.

Three doors will unlock, including the library. If you enter, zombies will invade rooms in the lower West Wing that would otherwise have been free of enemies.

For now, let's just hit the door that leads to the lower West Wing.



Waiting Room

You'll notice a change when you first enter this previously-safe room, and find yourself confronted by three zombies. They move slowly, and you should have more than enough time to safely take them all out before they become a threat.

Once the room is clear, take this time to dump excess items off, and pick up a now-useless note (the one with the safe combo in it).



Although we don't recommend it, you could use your **Small Key** on the drawer found here to get more **Shotgun Shells**, but you really should save the key for later.



File Room

If you bothered to get the **Spade Key**, you can use it for the first (and last) time on the door found in this hallway. The File Room is as it was before, sans a vital item. Although there's some good stuff in here (like that semi-hidden **Ink Ribbon** and a **First Aid Spray**), there's no real need to enter.

Don't miss the ammo on the guard outside.



LEON

(2nd Mission)
06/20

Briefing Room

This time you have a reason to enter the Briefing Room right away. Not only can you use your **Lighter** to immediately get the first **Red Jewel**, you can also find a box of ammo "hidden" among the junk in the back room. You also shouldn't pass up the note on the table.

On your way to the Briefing Room, make sure you have your weapon ready "just in case" anything might happen. Not that anything could happen in this nice safe hallway, but you just never can tell...



Safe Room

If you skipped the library, you'll notice a lack of zombies in the stairwell. Pick up the two **Green Herbs** near the safe room before entering, then go ahead and save your game.

Besides the **Ink Ribbon**, and the locked cabinet (check out the **Secrets** section for more details on how to open it), you can find handgun bullets in the cabinets next to the magic box.

S.T.A.R.S. Room

Shoot your way through the number of zombies between you and your goal on the way to the S.T.A.R.S. Room, where you can pick up your **Magnum** (finally!) and that "hidden" box of ammo (see picture below). After you clear the room of goodies, go to the now-unlocked door at the end of the hall.

The Lounge

After you have fun almost running after Sherry, you'll find both the **Diamond Key** and a box of Shotgun shells in the Lounge.

You should use your **Small Key** on the drawer here, and the **Handgun Parts** will be yours. Once combined with your regular handgun, this modified weapon allows you to shoot up to 3-shot automatic bursts. Cool eh?

Even once you're done in here, do *not* go into the library! Instead, backtrack the way you came...



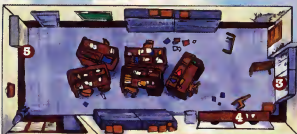
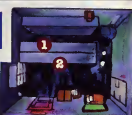
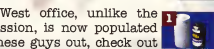
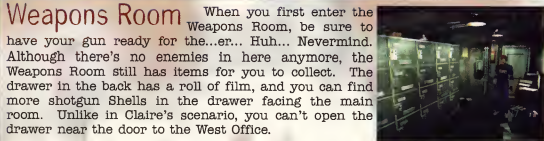
BASEMENT

Weapons Room When you first enter the Weapons Room, be sure to have your gun ready for the...er... Huh... Nevermind. Although there's no enemies in here anymore, the Weapons Room still has items for you to collect. The drawer in the back has a roll of film, and you can find more shotgun Shells in the drawer facing the main room. Unlike in Claire's scenario, you can't open the drawer near the door to the West Office.

West Office The West office, unlike the first mission, is now populated with zombies. After taking these guys out, check out the desk in the smaller office for the **Heart Key**, and canvas the rest of the room for other items.

There's another Small Key on the table on the other side of the room (meaning you can now grab that Shotgun ammo in the Waiting Room next door), a Green Herb on the floor, and a box of regular handgun bullets in the locker near the exit to the main hall.

Once you finish up in here it's time to hit the East side of the Police Station.



East Wing!

When you first enter the East Wing from the Main Hall, have your magnum ready. When you go through the door you'll have a zombie on either side of you. Quickly spin around and blow off the head of the bad-die behind you, and run towards the wall he was against. If you do this fast enough, you'll be able to dodge the zombie who was quickly approaching you from behind. Once you have your back against the wall, go ahead and bring out the shotgun to take down the rest of the five zombies left in the area.

The hallway beyond has no enemies in it, so your path to the interrogation room is open.

You'll find a locker on the ceiling in the far interrogation room, along with a box of ammo. The "real" interrogation room holds a Rook Plug, a First Aid Spray, and a surprise.





LEON

(2nd Mission)

08/20

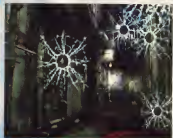
Basement

In the Northeast Hallway, on the way to the basement, you'll notice a small surprise. A dog is now guarding this area, but he can be easily taken out. As soon as you enter this room, dash forward a bit to change the camera (see picture to left) and open fire with your shotgun before the mutt gets to close.

The actual basement hallways, however, are free of enemies. There's still the two dogs guarding the safe room outside (check out the Secret section for a cool trick that can be performed here), but that's about it.

You can do the stuff in the Machine room now if you wish, but it really won't matter until you get the Club Key.

After you're done down here, go to the parking garage, and your way to the Prison will be opened.

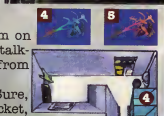
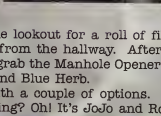


Prison

When you first enter the Prison, be on the lookout for a roll of film on the table near the gate separating the cells from the hallway. After talking to Ben (one of those reporter types...oh, never mind), grab the Manhole Opener from the shelf, and check out the cell next to his for a Green and Blue Herb.

When you first enter the kennel, you are presented with a couple of options. Sure, you can just go down the manhole, but what of that barking? Oh! It's JoJo and Rocket, those loveable Police Dogs! Now, you can either shoot them in their cages, or free them by picking up that Red Herb at the end of the room. If you decide to free them, these happy pups will show their appreciation by licking your face and jugular, but they might accidentally get rough, so have your shotgun at the ready.

After the dogs are dead...er...gone, check out the first cell for another blue herb.



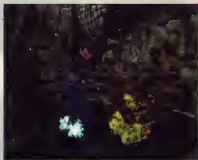
BASEMENT

Sewer Tunnel

The main thing to worry about when entering the Sewer Tunnel area is Giant Spiders.

These creatures need to be watched out for. Not only do they advance swiftly from areas you might not expect (ceilings and walls), their attacks can leave you poisoned.

There are only two doors in the hallway leaving this small sewer. The first is a safe room, the other is a strange "I" shaped room you'll be visiting again later.



Parking Garage

When you regain control of Leon, go back through the sewer area, and return to the basement.

There will be a small change when you hit the Parking Garage, though, as this once-clear room is now being patrolled by two dogs.

They run at you quickly, so have your gun ready!



Ada's Quest



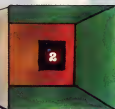
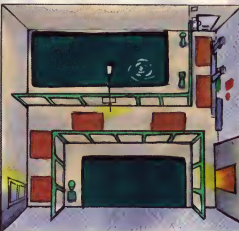
Similar to the brief quest with Sherry you had during Claire's scenario, it's up to you to guide Ada through the same area, this time populated by zombies. But unlike Sherry, Ada has a gun and plenty of ammo, so don't hold back when dropping these zombies. You'll only face about four baddies here, but keep an extra eye out for one crawling around on the ground.



To get the Club Key, you must once again go into the room with the boxes. As before, just push the boxes into position, then slap the button on the control panel to cause the water to rise. Once the pool is filled, cross the water on the boxes to the other side, and grab the key from the shelf on the other end of the walkway.

There's also a box of shells Ada can grab for Leon if you travel straight down from the Club Key room. If you go down the elevator, and into the room you started as Sherry in Claire's quest, you'll see the box.

Once you grab these items, make your way back to where you entered this area from, and your quest as Ada is at a close.



Basement

Unlike the Parking Garage, the Basement hallways are still thankfully free of enemies. Since you now have the Club Key, this would be the perfect time to enter the three rooms down here and go after the "special" item left here after Claire's game.

If you were greedy during Claire's scenario and took both of the items, you might be a bit disappointed, as the Weapons Room won't have much to offer you this game besides some more ammo.

LEON

(2nd Mission)

10/20



Machine Room

Just as before, the Machine Room allows you to turn on the backup power, enabling you to use the card reader outside of the Weapons Room door.

And just as before, turning on the power is a cinch. Pretty much any combination of switch flips works if exactly three of them are "up." The easiest ones to remember are "up/down/up/down/up" or "up/up/down/down/up," but again, there are others as well.

Once the power is back on, don't forget to grab both the map on the shelf, and the Green Herb near the door.

Morgue

Your venture into the morgue this time won't be quite as surprising as before, but expect a bit more of a challenge.

The two Lickers now found in this room will jump and attack almost as soon as you enter, so have a large weapon ready.

The Red Card Key can be found where it was last game, in the cabinet near the back of the room.



Weapons Room

After you use the Red Card Key on the door outside, your passage to the Weapons Room will be open. Inside you'll find an assortment of goodies, including a nice supply of ammo, and if you were thoughtful of Leon's feelings last game, at least one "special" item.

For ammo you'll find two separate boxes of regular handgun ammo and a magnum clip. There can be up to two items waiting for you in the lockers on the far side of the room. If this is the first time you've ventured in here, you'll have both a Sidepack (giving you more space in your inventory) and a Submachine Gun waiting.

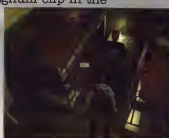
After you've pilaged this room, go back upstairs.



Night Duty Room

Unlock the door in the Northeast hallway with your newly acquired Club Key, and help yourself to even more ammo. The Overnight Room has both a case of Shotgun shells in the lockers in the first room, and a magnum clip in the bedroom past the fallen guard.

You should also pick up the note on the bed on your way out.



POLICE STATION

Press Room

The other door the Club Key opens is the way into the Press Room, an area that only holds a single item. Of course, it's an item you need to complete the game. To pry the Gear off the painting, you'll need to solve another simplistic Resident Evil 2 puzzle.



As with Claire's game, just light the furnace on the far side of the room with your pre-equipped Lighter (handy, eh?), and turn the torches so they ignite in this order: 12, 13, 11. Once they are lit, you'll see the Gear fall. Pick it up and head for the Chief's Office.



The King Plug

On the way to the Chief's office, stop by the safe room and pick up your two Red Jewels. Then bypass the open door next to the copter for now and go back into the storage room. As before, place the Jewels into their respective places, and Shazam! The King Plug appears!

Take the plug and stick it into your magic box, then head back out to the door next to the helicopter.



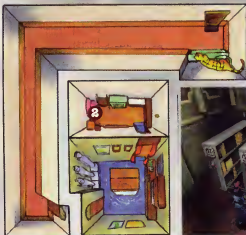
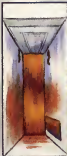
Chief's Office

Now that Claire blew open the door, Leon can enter the Chief's Office for the first time. Unfortunately, there's no longer a crazy Police Chief in here talking big about his taxidermy, but I guess that would be asking too much.

What you can find, however, is the long-missing Crank and the wacked-out chief's diary, along with the Secretary's scribbblings.

Both the Crank and secretary's diary are in the back room, where Claire found Sherry in the last game. Strangely enough, although there are clues that Claire has been here (no body on desk, along with no chief), the "secret" door behind the Police Chief's workspace is still sealed, and the Stones haven't been put into place.

Anyway, before you leave this area, don't forget to grab the Chief's diary on his chair for some fun reading. With the Crank in your possession, all you have to do now to finish the Police Station is make your way to the Library, where the last two Plugs await! Be weary of the new Licker stalking the second floor of the Main Hall.



Library

When you first enter the Library, you'll hear a crash, and see zombies flopping in through windows. What does that mean for you? Now, nothing. If you went into the library earlier though... Check out the next section for details.

You solve this puzzle the same way as before, by making the book shelves match the pattern shown above the painting.



LEON

(2nd Mission)
12/20

Library (cont)

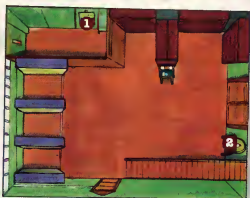
After you finish this puzzle and grab the Bishop Plug, take the Red Herb near the door, then climb up the stairs to the third floor. Once again unlike Claire's earlier quest, there's no opposition waiting for you on the third floor walkway.

Use the Crank and Gear as normal, but when the door opens and you grab the Knight Plug, you'll now have the option to leap down into the Prison. From here go back into the sewer through the kennel.

What if...

Sure, that library door has been open most of the game, and it's been damn tempting to go in there and do...well...library-type things. But why have we stopped you? Remember that crash you heard when first entering the library, and the zombies that caved in the windows? If we had gone in there too early, all those nice and clean hallways we skipped through would have been littered with zombies on our subsequent visits.

In fact, if you didn't use the Cord to close the shutters in the last game, you would have an average of eleven more zombies to blast your way through, and that amounts to quite a bit of ammo. Even if you did close those emergency shutters, there would still be a significant number of new baddies wandering around that wouldn't have otherwise. Why waste the ammo if you don't have to?



BOSS



The first boss of Leon's second mission is an all-new encounter, and can be considered more difficult than most of the major foes you faced in the original mission.

To get to this boss, go back to that "I" shaped room we told you about earlier past the sewer area. Record your progress in the safe room first, then grab your strong weapons and all four Plugs.

When this form of Sherry's father first appears, he'll wrest away a pipe from the handrail to use as a weapon. All of his attacks are with this pipe, so keep an eye on it.

If he connects with you, expect to see your character fall flat on his face. Slam on the controller in an attempt to revive Leon before this boss can hit again. There's a chance he'll hit you multiple times before you can rise and run out of range, and while this won't amount to a high degree of visible damage, if Leon is hit enough times he just won't get up, no matter how healthy he might seem.

Run past him on the opposite side of his pipe when possible, and keep hitting him with your Magnum. After about six shots, he'll totter back and forth, swing wildly, and fall off the edge.



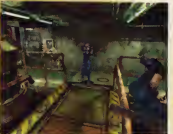
This boss is relentless in swinging his pipe at you. Watch out, because if he knocks you down, you might never get up again.



Boss death sequence part "1"



"2"



"3"

Cool!

SEWERS

North Supervisor's Room

The North Control Room is similar to the first sewer room you reached with Claire last game (the South Control Room). They both have a place to save and exchange items, as well as offer ammo, healing items and a passage to a lower level (with its own goodies).

Check out the small red chest for a box of 30 bullets. The cabinet holds a First Aid Spray and the Ink Ribbon is next to the typewriter.

If you push the conspicuous-looking cabinet out of the way, a passage to the lower level will open.

Down here you have to light the lamps using your lighter before you can gather a Magnum Clip and more shotgun shells.

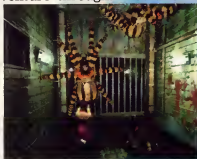


Sewer Fun with Ada

Once you go downstairs, you will be put in control of Ada. Use this opportunity to clear out the two Giant Spiders that lurk in the only sewer area you can venture through. You should

have more than enough bullets to take care of them.

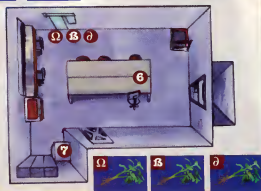
Don't worry about grabbing any of the items, as the game won't even let you. Instead, follow the chick up the ladder and through the fan. Be careful of the cockroaches in here, they can't really hurt you unless too many attach. Um, then, just like in real life, you'd die.



S. Supervisor's Room

After you find yourself back in Leon's body, bypass the way Ada went for now, and check out the South Supervisor's Room on the other end of the hall for tons o' goods.

The locked door in here contains lots of ammo, and can be unlocked using the Small Key found on the dead guy to the northern end of the sewer.



Sewage Treatment Room

When you enter the Sewer as Leon, don't forget to check the dead bodies for both the Small Key and Wolf Medal. And as before, don't go into the Sewage Treatment Room without your Valve Handle.

If the Giant Spiders did nail you, don't worry, as there is an ample supply of non-takeable blue herbs when you first enter the room.

Be sure to grab the Shotgun shells, two Green Herbs and the ink ribbon on the other side of the bridge. Use the Valve Handle once more and save your game before you go on.



Kill the Sewer Boss

If you didn't "cheat" to kill the boss in one shot the last time you made it down here (as Claire), you'll have to face him again.

Now, if you want to be a wimp, you can still kill him in the "one shot" fashion our Secret section details, but come on! Be a man! Take him down! Ignore the screen shot I have below!

If you've forgotten how to kill this, how should I say it, only real "fun" boss in RE2, check out his section in Claire's walkthrough. Unlike last time, he'll slump over dead after you hit him with the final shot, allowing you ample time to look over his corpse.

Congrats! Now go see how Ada's doing, and don't forget about that Ink Ribbon on the way.

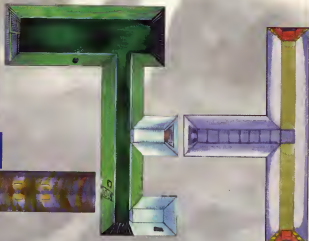


Sewage Treatment Room 2F

Once the boss is dead, talk to Ada on the other side of the dumping area. If you are hurt, don't waste a First Aid Spray or herb, she'll heal you back up to full health.

You'll find the Eagle Medal in the same place as before on the second floor of the Sewage Treatment Plant. Don't miss the note on the table next to the body.

After you're done here, use the Valve Handle on the fan control panel to open up an easy passage back to the main sewer.



Sewer Fight!

When the zombies rise out of the water, you'll find yourself in the coolest part of Leon's mission, and the main reason to play him. That's right, it's time to sit back, and let Ada kick ass! Walk to a corner, stand behind Ada and grab a cold one, she'll protect you with her life.

After she mercilessly kills every zombie in sight, proceed to the blocked off door and get your coins... er... Medals ready.

When you find yourself back in the sewer, head towards that door behind the waterfall-type-thing.



VACANT FACTORY

Sky Tram Platform

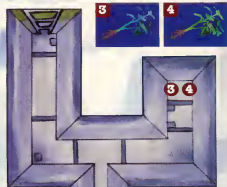
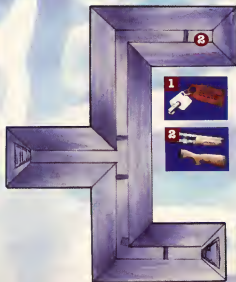
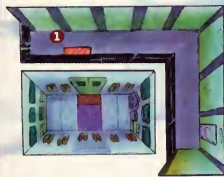
You'll notice two major changes in the Sky Tram Platform, one is that there's no longer items on the shelf, and the other is there's no tram in the station. While you can't do much about the lack of items, making the tram appear is as simple as hitting a button. After you flick the switch on the control panel, and enter the tram, you'll find yourself in another scenario where Ada will end up saving your ass. Sure, that hand is ugly, and the those claws are sharp, but Leon's fay hair will deflect every blow, so don't worry about taking damage...



Vacant Factory

The Vacant Factory is way more fun when you're playing as Leon, as you get to watch Ada take out every baddie in the place. Once again, just lead the zombies towards your female companion, and watch her drop them in their tracks. It's totally cool, not only because you're cleaning out the zombies without lifting a finger, you're also saving tons of ammo.

After Ada has her way with the baddies in the hallway, grab the parts at the dead end in the first hall and modify your Shotgun. Not only does this allow your little boom-stick to fire a more powerful blast while at the same time giving it a higher shell capacity, this modification also gives the shotgun a really cool new sound! Really! Blast away, try it for yourself!



LEON (2nd Mission) 16/20

Elevator Platform

You might notice a slight change here...

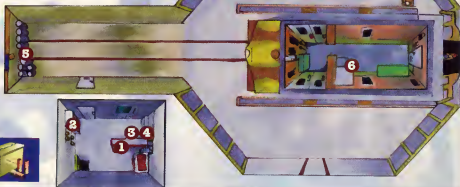
Before you worry about the missing platform, we might as well grab all the goodies from the room. You should be able to find ammo for both your shotgun and magnum, along with another First Aid Spray and an Ink Ribbon.

To bring the elevator back up, you've got to go down to the small platform and make your way into the lower control room. The key is located on the desk on the far side of the room.

After you grab the Up Key, backtrack to the main control room, not forgetting to pick up the hidden regular handgun ammo at the end of the hanger. Use the key in the safe room, then take this time to grab your more powerful weapons and record your progress, as you're just about to face another boss.



Don't forget about the two well-hidden items in this area: A box of normal bullets in the hanger, and a Magnum Clip in the train.



BOSS

This guy is visually similar to the first form of the last boss in the normal game, but you'll notice a few differences. Mainly, he's not as easy to knock down.

The primary idea here is to run around and nail him with your more powerful weapons, but be careful for his special attacks. When this boss raises his hands and advances towards you, keep clear. If he connects a single blow while in this stance, expect to get hit quite a few more times, and to take some major damage. He also likes to mix up the fight a bit by jumping on top of the train, and then leaping down behind you a few seconds later.

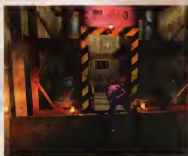
As long as you keep running and fire quickly enough, you shouldn't have a problem. It'll take 14 shots from the shotgun or 10 from the magnum to knock him out of the fight.



Watch out when he's in this stance!

LABORATORY

Laboratory Level 1-3



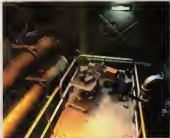
When you exit the train, walk around to the front of it, and you'll see the exit from this area. The ventilation shaft drops you off in a hallway with an elevator, which is unfortunately not working at this time. To advance to the lower levels of the laboratory, you must first find the power source for the elevator.

The first floor of the basement has a moveable box we can ignore for now, and a Green Herb next to a magic box. When you take the small elevator down, you'll find both an Ink Ribbon and a box of Shotgun shells next to a typewriter. There's nothing else you can do on this floor for now, so take the other small

elevator down to the next level of the basement.

This is where the power switch is for the elevator, but it's guarded by two Lickers, so have your Shotgun at the ready. Once you clear the room of the Lickers, go to the end of the walkway and flip the switch.

Make your way back up to the first hallway and enter the elevator, after hitting the "down" button, you'll find yourself in a familiar area.



Laboratory Platform

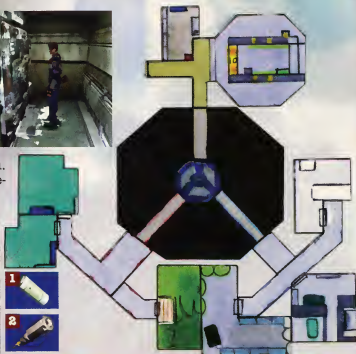
Yes, you're probably excited about re-visiting that great Security Room, to fill up on ammo and healing items, and to even perhaps save your game. Well, don't even bother, as Claire apparently locked the door behind her. So for right now, you might as well vent your anger on the naked zombies wandering around this area, and then take off to the central hallway. If you desperately need to save your game, go back up the elevator.

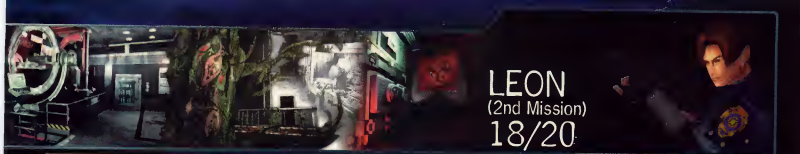


Refrigerated Room

With the power out again, it's up to you to find the main fuse and restore energy to the heavy doors. Unfortunately, that means you must once again match wits with the game's development flends, and somehow find out how to create the main fuse.

Now, once again, don't let the fact you find the **Fuse Case** only feet away from the machine that modifies it into the **Main Fuse** fool you. There must be a deeper, more profound answer somewhere, there must!



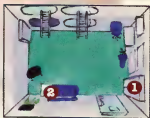


Staff Quarters



The Staff Quarters could have one of two scenarios waiting for you. If you killed the plant found here in Claire's game, expect to get attacked by a group of naked zombies. On the other hand, if you left the plant alive, it'll still be writhing around alone in the room.

Along with the Lab key found here, you can also grab an all-new weapon in the locker near the door, the **Flame Thrower**. This baby is perfect for taking out any kind of plant form, and will cause the tentacles in this room (if they're still around) to burn to a crisp in a matter of seconds. When your way is clear, crawl through the hole, and get ready for two lickers on the other side. They'll be grouped, so you could take them both out in just two blasts with your shotgun. There are two boxes of shotgun ammo here, along with an Ink Ribbon.



Dr. Birkin's Lab

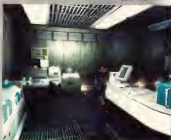
Dr. Birkin's Lab has the key you need to open that locked door in the basement, which is vital to explore if you wish to beat the game.

On your way down, remember to watch out for the group of plants behind the heavy metal door at the other end of the hallway.

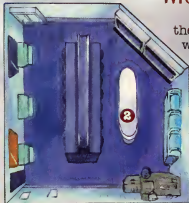


If you still have your **Flame Thrower** equipped, just run in there as soon as the door opens, and spray liquid fire death over the plant dudes. The one right outside on the stairwell will fall just as fast.

Once inside the Lab, grab the "**Mugnum Parts**" in the weapons box, and try out your new toy on the naked zombies littered around the main room. The **Power Room Key** is on the table where the Lab Key Card was found in Claire's mission.



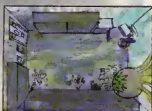
The three "new" lickers down here fight fast and hard. Be sure to have your shotgun at the ready!



Moth Room

The Moth's room is just as dangerous as it was during Claire's game, but at least now you can see the fruit of your labors. After you have your life and death struggle with the mighty Giant Moth, sign into the computer once again as "Guest" without a password, and enter your fingerprint.

If you did this during the last mission, and logged into the door to the G-Capsule room on the other side of the Laboratory, you have a surprise waiting!



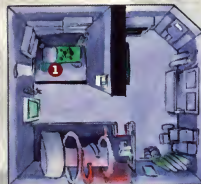
LABORATORY

G-Capsule Room

Wow, you're now able to enter the most heavily guarded, and most secret area in the game. Sadly though, besides looking nice, it really wasn't worth all the time and energy you spent on gaining access.

I mean, it looks cool and all, and supplies you with the Submachine Gun, or ammo if you already have the gun, but that's it! Why would a room that requires you to do certain actions in both of the characters' games to enter give you this lame of a prize? Sure the gun is keen, but you're in the last ten minutes of the game, who cares? It seems as if this room was originally going to be where the Tyrant stalking you originated from, but as the cinema near the beginning of Leon's second mission portrays, this is apparently no longer the case.

You might as well enter this room if you can; at least you'll have a cool rendered room to look at, and some nice naked zombies to kill. Oh, speaking of naked zombies, that one on the floor isn't dead, in case you haven't fallen for that trick enough times yet...



V.A.M. Room

As it has no major items or storyline aspects, entering the V.A.M. Room is totally optional in this mission.

There are two plants waiting for you inside the room, giving you perfect target practice if you just got Leon his Submachine gun for the first time. But ultimately, there's nothing else in here other than a single Magnum Clip found near the surgery tables (where the MO Disk was).



Laboratory Level 1-3

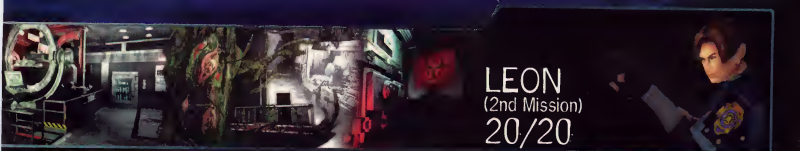
Now that you have the Power Room Key, and have finished up everything you'd need to do in the rest of the lab (if not, do it now!), we can begin the final steps to open up that locked door in the basement. On your way to the power room, you might want to equip a good, loaded weapon, because you look studly holding it. Uh, yeah.

To reach the door, you'll have to push the large box on the top level to the small elevator. When the elevator has been lowered, shove the box downwards a bit, then get on the left side of it. Push it towards the right until you hit the metal rod, then get behind the box. Now shove it upwards until you hit the railing, and get on the left side of it once more. It will only take a small push for it to hit the bar on the right side, lining it up perfectly for the path shown in the shot on

the lower left hand corner.

After you push the box to the end of the corridor, climb up it and go into the power room. After the events in here occur, grab the Master Key on the floor and go back to the Security Room for Sherry.



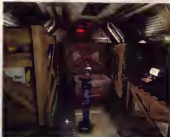


Train

Well, this is it, you're in the last area of Resident Evil 2, congrats! There's not much you can do here without first finding the Platform Key in the back of the train. Once you have it, open the gate to the rest of the terminal, take a look at the strange area that has a magic box and not much else, then take the stairs over the train.

Your goal here is to restore power (again?) to the train and main gate, so grab those plugs found in the secure locker, and make your way into the final room.

Before you go on though, make sure you save in the train.



BOSS

When you face the Tyrant's final form, expect a slightly more "energetic" opponent than you've faced previously.

Old tactics won't amount

to much with this Tyrant. He certainly moves a bit quicker than before, with lightning fast rush attacks and multiple body blows. Normal weapons won't even faze him, but a shotgun or magnum blast could cause him to pause for a second or two.

Your best bet is to keep moving, dodging his bum rushes while always looking for a clean shot. Of course, as with the final Tyrant in the original Resident Evil, your current weapons are nowhere near powerful enough to stop him for good.

When a mysterious woman (Lara Croft?) throws down your final weapon, one shot is all it will take. Aim well, because you'll only have two chances.



"You're an amazon Leon!"



Train Platform



Now that the Tyrant has been finished and power is restored, go back to the train platform and open the main gates.

Watch out for the multiple naked zombies now lurking around here, and hit the switch on the end of the platform. If the timer is running out, don't worry, the game is just about over.

Now, we could be lame and tell you what's next, but what the hell, let it be a surprise. Just make sure you have some ammo left...

Good luck!





Claire's Second Mission

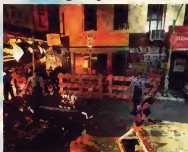
This scenario can only be played upon completion of Leon's first mission.



City Street & Rear Entrance

Separated from Leon by a burning Oil Tanker, Claire begins just northeast of the Police Station's rear entrance. The 2nd Mission City Area is very brief. As before, you'll want to run past all of the zombies staggering around both the city street and police station parking lot. The rear door is locked, but you can find the **Cabin Key** in the little office at the far west of the lot. Just grab the shiny thing on the desk and get out fast, or the zombies will have time to line up and ambush you as you try to run back to the shed door on the east.

Claire begins just northeast of the Police Station's rear



Police Station Back Alley



The parking garage connects to this familiar location, just beneath the police station's roof. Unfortunately, neither the Bow Gun nor Valve Handle are here this time, just a box of ammo and an Ink Ribbon. Pocket the ribbon—no point wasting it so early in the game!

Once again, your best option is to simply run from the zombies hanging around the alleyway, and make your way up to the roof, where the helicopter is still burning away, just

like it was at the beginning of Leon's quest. You'll get the Valve Handle out of the East Office in just a few minutes, but first you'll want to take a little trip to get Claire some firepower.



CLAIRE
(2nd Mission)
02/20

East Wing (Second Floor)

The insanely powerful Grenade Launcher is Claire's next weapon, and it's only a few doors away. Weave through the hallways leading from the roof to the second floor's safe room, stopping only to grab the box of ammo that the corpse in the crow hallway possesses. Try to run in a zig-zag pattern in this area to confuse the crows, and you should be able to get through unscathed.

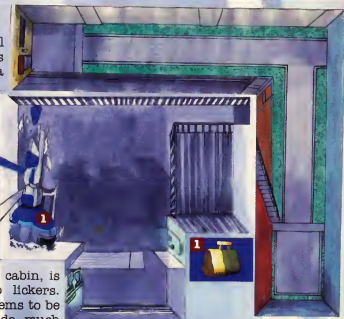
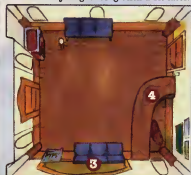
The hallway beyond that, with the burning helicopter's cabin, is now being guarded by two lickers. Luckily, this pair of lickers seems to be heavily sedated, and won't do much

more than stare if you just dash through the first door that leads to the second floor's save room. Pick up the double pack of handgun ammo and ribbon, but don't save quite yet, since you'll be coming back through here in just a few minutes.

Head out the other door to the main hall. You'll hear zombies, but they're all bunched up at the other end and won't offer any opposition if you head straight for the ladder. Grab the Grenade Launcher on the desk and head back the way you came. Save your game, and take that seldom-used outside stairway down to the first floor.

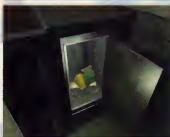


You can start mowing these guys down now if you want, but we won't be needing the treasure they're guarding until a bit later.



POLICE STATION

East Office & Hallway

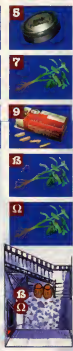
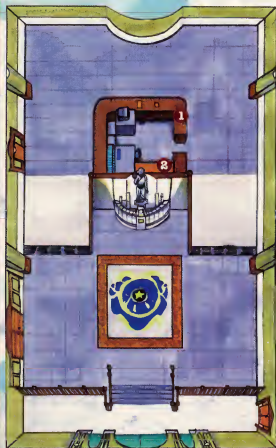


The combination? Still 2-2-3-6. I suspect that I'll remember that 'til the day I die...

There's a ton of stuff in the East Office, so make sure you have plenty of space in your inventory to hold two boxes of ammo, a Green Herb, Acid Grenades, an Ink Ribbon and the all important **Valve Handle**. Take the side stairs down (plenty of Green Herbs there if you need 'em) and, as in the first mission, just find a safe spot behind a desk and start shooting.

Before you run back up stairs to put out the helicopter fire, let's have a bit of fun. If this is your first time playing as Claire, you probably don't know the joys of composite grenades. Commonly referred to as "Regular Rounds," this type of grenade launcher ammo tends to be ignored because it's weak on bosses. But what people frequently miss is that it's the best mass-killing weapon in the game. Yep, more powerful than the Custom Shotgun and twice as much fun, composite grenades can wipe out any zombies stupid enough to stand together in a large group. The hallway outside of the East Office is a wonderful place to test this weapon.

Even a Shotgun-toting Leon would have to wet his pants and run as soon as he opened those blue double doors and saw a six-pack of zombies ready to pounce. But with the composite grenades, it's just turn right, shoot, turn left, shoot, then cackle madly as raging flames reduce your foes' bodies to cinders. Oh, but make sure to pick off any survivors with your handgun before that last step.





Interrogation Room

As long as we're in the neighborhood, let's stop by the unlocked side of the Interrogation Room. Take about two steps, and a deep-breathing licker will drop from the ceiling and attack. Quickly change to Acid Rounds (to swap ammo types, select the new type and "Combine" it with the Launcher), and pop the licker a good one. Lickers, as a species, don't take well to acid, so use Acid Rounds against them whenever possible. Your prize? Fifteen whole handgun bullets! Golly-gee-whiz! Maybe we shouldn't have bothered.



Roof You know what to do up here: Turn the handle, out comes water. Make sure you search the helicopter for the hidden Acid Rounds now, because you'll never be able to come back here once you go back into the second floor hallway.

When you do go back inside, something will be waiting. Use those Acid Rounds for a quick kill.

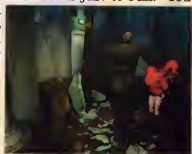


TYRANT-103

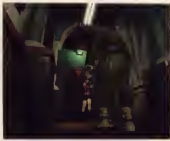
As soon as you re-enter the once crow-infested hallway, you'll be face to face with your new nemesis: Tyrant-103. This relentless, unkillable beast likes to appear at the least opportune moments to completely scare the crap out of you and give you a good beating to boot.

The strategy to defeating him is simple: Grenades. Use Acid Rounds if you have them (only 4 shots to drop him), and Flame Rounds (6 shots) if you don't. If you're very accurate, you could finish him with 7 Bow Gun shots, but if you can't afford to expend even that, your best bet is just to run. You can get past him easily by letting him hit you once (the swing does about as much damage as a single zombie bite) and dashing past. But if you can knock him down, you can search him for ammo (30 handgun bullets this time, but the prizes get better in later fights), which frequently makes killing him a profitable endeavor.

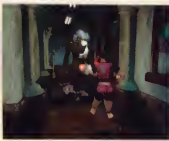
Tyrant will appear again, but we're not going to tell you when he does. Not here, and not on the page where he appears. Why? Because we love you*, and spoiling his surprise entrances would deprive you of some of the finest video gaming moments you'll ever experience. You may not appreciate this at the time, but you'll thank us one day. These strategies hold true for all of his appearances, by the way.



If you don't mind taking a hit, you can get behind Tyrant fairly easily. After his wide swing connects, he'll start an overhead blow that's super easy to dodge, so you can escape or shoot him from behind.

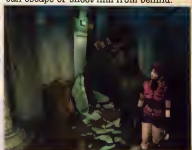


It takes 10-27 handgun rounds to kill Tyrant... Not a good idea.



Fortunately, you should have more than enough Acid Grenades left!

Once he's dead, search Tyrant for a box of thirty bullets. On subsequent Tyrant fights, searching him will get you another box of ammo, a quiver of Bow Gun bolts, a case of Regular Rounds and a case of Acid Rounds. Note that the order in which you fight him may vary depending on which routes you take through the police station, but the above item list should be accurate if you follow this walk-through.



*(but not like that)

POLICE STATION

Storage Room & Main Hall 2F

Now that the fire is out, the route to the Storage Room is clear. On the box where you once found the Diamond Key you'll find the Blue Card Key, finally allowing you access to the West Wing. Bring your Acid Grenades, you may have to fight a licker on your way out.

Head out to the Main Hall and go pick a fight with the five zombies meandering around by the entrance to the

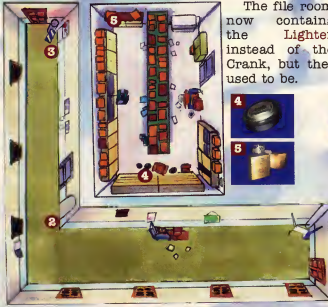


library. Pump a couple of boxes of handgun bullets into their chests, and the item they were guarding will become clear: The Unicorn Medal. Stick this into the statue on the first floor and, as in the first mission, you'll receive the Spade Key. Grab it and head west.

West Wing (South Side)

There are a couple of zombies in the waiting room, so tread carefully. You can see the first one and finish him easily, but be ready for an ambush if you dash past the wooden partition too quickly. Don't worry if you take a bit of damage, as there's a First Aid Spray in the lock-pickable drawer and an herb further down the hall.

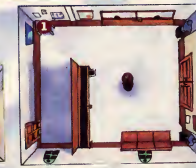
Whether there are zombies in the hall or not depends on what Leon did back in the first mission. If he got the Cord and used it on the circuit box near the shutters, this hallway should be free and clear... for now. If not, expect to fight a number of zombies in the passages ahead.

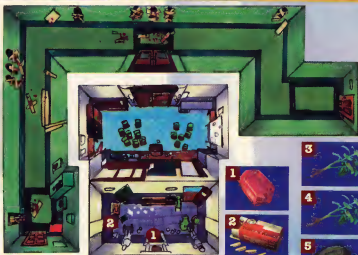


The file room now contains the Lighter instead of the Crank, but the Ink Ribbon is still where it used to be.



The circuit box is still going? Oh, now I remember why I told you do that whole cord thing back in Leon's walkthrough.

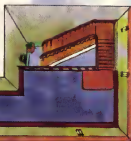




West Wing (North Side)

Not much has changed in this region. The Briefing Room still has the masterfully hidden **Red Jewel**, and a lovely box of ammo hidden in a corner. The safe room still has a typewriter, box, and Ink Ribbon, and the Dark Room is still, er, dark. The only real surprise is in the long hallway that connects them all... It may seem quiet when you first enter the area, but you'd better believe me when I say it won't stay that way.

If you did the whole shutter thing, the hallway with the staircase should be pleasantly empty (and stay that way). If you didn't, you should be ready with some heavy artillery when you open the door that leads there.



2F Hallways & S.T.A.R.S. Room

Oh boy! Another opportunity to enjoy the thrilling statue-pushing puzzle. Take the second **Red Jewel** and head to the S.T.A.R.S. room.

You'll find the hallway eerily

quiet. There are no zombies there now, but one will appear in an event as soon as you leave.

The Unicorn Medal, for obvious reasons, is now gone, and has been replaced by the **Diamond Key**. Beyond that, you'll also find the **Bow Gun**, a moderately useful Claire weapon. Although far weaker than the Grenade Launcher, the Bow Gun can still kill a zombie or dog in one shot, provided your aim is good and your foe is at very close range. Other than that, there's not much going on here.



Red Hot Faxing Action!!!

POLICE STATION

Second Floor Lounge

The five (!) zombies here may have missed little Sherry running through their midst, but they're not going to miss Claire.

But hey, that's certainly fine with me! Load your launcher with composite grenades, wait 'til just the right minute, and BAM! I got all five with one shot. That's the biggest single shot mass kill I've ever seen, all thanks to those beautiful composite grenades. God I love 'em. Let's take a minute to admire the carnage, shall we? Look at that blood splat! The flames! Yeah, it's good to be Claire. No foppish hair, no hideously concave cheek bones, no bad attitude, just a lot of good old-fashioned bloodlust. Mmmm.

Right. Anyway, grab the box of ammo out of the locked drawer and then turn right back around and march downstairs. Do *not* go to the Library! As soon as you set foot in there, the shutters will short out, and the zombies will begin flooding the lower West Wing. Since you don't need any of the items in there yet, you should definitely ignore it for now.



West Office

The Weapons Room is completely free of zombies, but there are still a bunch wandering around in the West Office. They come at you pretty quickly, so this might be a good time to test the the Bow Gun's zombie killing capabilities.

In addition to the box of ammo and Green Herb, you'll find a **Detonator** on the desk in the office. Stick that onto the **Plastic Explosives** you discovered in the locker in the weapons room (the one that Leon couldn't open in his quest), and you'll have a bomb that you can use to blow open a path to a new location.



Key in the far side of the interrogation room. In addition to an always useful First Aid Spray, this room contains the **Eagle Stone**, the first of a series of animal-themed stones that Claire collects instead of those plug things that Leon collected. Once you've collected the other three, located in the Storage Room, Library, and Clock Tower, you'll have the key to the Sewer system.

Interrogation Room

But before we go rushing off to set that bomb, let's use up the Diamond



CLAIRE
(2nd Mission)
08/20

Police Chief's Office

Now that you have the bomb, you can get into the first of a handful of areas that Leon was unable to get into during his first mission.

Go to the hallway on the second floor where the helicopter crashed, and set your bomb near

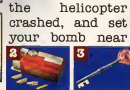
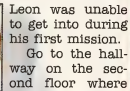


the smashed door. It will blow open, allowing you entrance to the Chief's office.

The Chief is a very bad man who does very bad things. Leave him be for now, and go look for Sherry in the rooms beyond his office. Once you've found her (and a box of ammo! Whoopie!) head on back and you'll find the **Heart Key** on the Chief's desk, and his diary on that comfortable-looking leather chair.

Storage Room

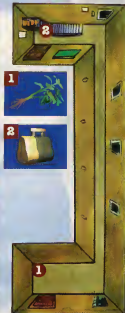
Remember to pop back into the Storage Room to use your two Red Jewels. As Claire, you'll get the first half of the Blue Jaguar Stone.



Northeast Hallway

This once peaceful hallway is now crawling with dogs... Well, one dog anyway. If you want to practice shooting dogs with your Bow Gun, now would be a lovely opportunity. The trick is to aim down, wait 'til he's as close to you as he can be without having his fangs around your throat, and FIRE! If you're lucky, you'll hit him with all three arrows, but you probably won't. Now that I think about it, there is absolutely no reason to use your Bow Gun here, except for the fact that it makes a cool Ka-CHUNK noise when fired. You'd probably be able to take him a lot easier with just your sidearm. Afterwards, check the spot indicated on the photograph for another wonderful case of Acid Grenades.

The basement hallway contains absolutely nothing in the way of enemies, making it surprisingly easy to get to the next safe room, and begin Sherry's little solo quest.



BASEMENT

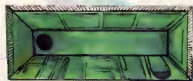
Outside Alley and Safe Room



While there are no longer dogs prowling the basement hallway, the pair that guard the outside alleyway are still around. These two nasty creatures work together so effectively that you'll probably get nailed a couple of times if you try to fight them with anything less than Composite Grenades. Which is actually a pretty good option, now that I think about it. But personally, I just ran.



Wait to save your game at the safe room until after Sherry's completed her quest. She's incredibly tough and with only a handful of zombies to evade, there's no chance that she's going to fall at her mission.

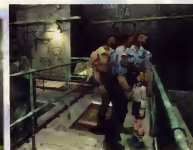
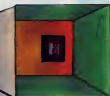
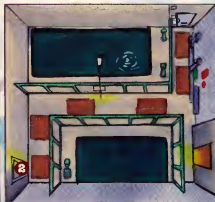


Little Sherry's Quest



The Sewage Treatment Area is a lot like it was when you were playing as Ada. The only difference this time is that instead of having to worry about being killed by dogs, all you have to worry about is being vomited upon by slow-moving, dim-witted zombies.

Just dash on through here, push the boxes in the northernmost room until they line up, then turn on the water. Cross over and grab the Club Key, then go back to the small room in the Southwest for a case of regular grenades that you can throw to Claire afterwards.



"Have you seen my Daddy?"



Basement Area

Before you go running off to play in the parking garage, don't forget to clear out all of the basement rooms. You know the drill: Turn on the power, go to the morgue (which contains no zombies but has two lickers, this time), snag the Red Card Key, open up the door to the Weapons Room, and gorge yourself on ammo.



If Leon was greedy during his first mission, you won't even be able to get in here.



Prison Area

Now that Leon and Ada have pushed away the truck, Claire can get into the Prison area, something she was unable to do in her own quest.

There are a bunch of mediocre items down here, including a quiver of Bow Gun bolts and a new roll of film (and a ton of herbs). But the only real reason to come down here is to get the Crank, which apparently Leon dropped by the manhole, after he shut it firmly behind him (and released the dogs on Claire, that jerk!). Grab the Crank and head back to the station. The route to your final Animal Stone is now clear.



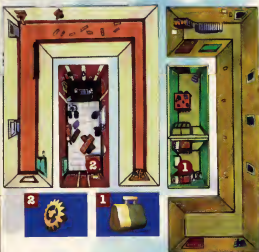
Dogs, dogs, dogs! There are two dogs in the parking garage, two more chewing on a dead body in the prison area, and still two more in the kennels. I thought I'd tough it out with the handgun here, but their tenacity inspired me to look for more extreme methods. So I whipped out the composite grenades...



A waste of ammo? Yeah, probably. But composite grenades can pop canine heads while leaving the rest of the body intact!

POLICE STATION

Night Duty Room & Press Room



As before, your Club Key allows you access to these final rooms of the Police Station. There's a free case of Acid Grenades in the Night Duty Room, and you can solve the Queen-King-Jack puzzle in the Press Room to get the Gear. The Licker in the Press Room is gone now, but that doesn't mean you shouldn't bring Acid Grenades anyway.

Library & Clock Tower

Make your way to the Library in the west wing of the station's second floor,

being careful not to be surprised by the Licker who's waiting for you in the upper level of the Main Hall.

Cross the library (it's at this point that the circuit box shorts out, filling the lower story of the west wing with zombies), solve the simple bookcase-pushing puzzle, and pick up the Serpent Stone.

You have only one stone left to go, and that's in the Clock Tower. Stick your gear into the clock's workings, press the button, and you'll find the second piece of the Jaguar

Stone. Put them together to save space in your inventory, grab the Eagle Stone from your box (unless you've already used it) and head on over to the Chief's Office.

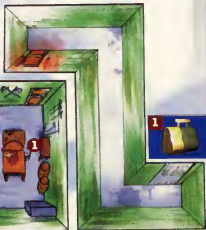
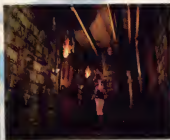


Police Chief's Secret Area

Plunk all three of your stones into the painting behind the Chief's chair, and the route to his secret lair will open. Damn! Don't you just love the actor who plays the Chief? I love hearing him deliver basically nonsensical lines like: "and to think that taxidermy used to be my hobby" in his cooler than cool Shakespeare-In-

The-Park accent. I truly am sorry to see him go.

Anyway, grab the Acid Rounds, and follow the Chief down.





CLAIRE
(2nd Mission)
12/20



BOSS

This 2nd Mission only boss isn't too difficult, but his ability to kill you instantly forces you to take him seriously.

Load the Acid Grenades you just got, and hit him as many times as you can before he gets within pole range. When he does, wait for him to swing, then charge past to the other side to finish him. Never let him corner you. If he does hit you, get up and get out of there as fast as you can, or he'll launch into an overhead swing that will kill you instantly no matter what your health is.

Six Acid Grenades should put him into his death throes, so count them off or you might accidentally shoot him when he's already dead. When he's about to die, he'll start swinging wildly, so make sure he doesn't have you stuck in a corner when he does.



Run past during his swing.



Willy B. goes for the killing blow.



There's nothing quite so thrilling as a cool death sequence. See ya, wouldn't wanna be ya!



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SEWERS



The developers have placed this zombie, in the basement of Claire's safe room, in a really nasty spot. Be very careful. And hey- No Smoking!



You'll have to find and light two torches in the basement of Leon's safe room to get the Items.

North & South Supervisors' Rooms

After Claire finishes raiding her own safe room, she can run across the T-shaped hallway and into Leon's! This was never possible before, but since he already lowered his elevator

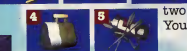


during his 1st mission, Claire can now get in and clean that out too (you'll have to push aside a cabinet to get into the underground area).

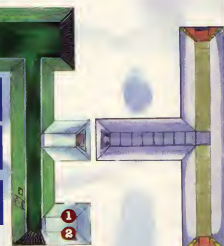
Enjoy your shopping spree, I assure you that you'll never get another opportunity to stock up on items as great as this one.

All told, you should end up with three green herbs, 45 rounds of regular ammo, 36 bow gun bolts, 18 grenades,

two Ink Ribbons, and a First Aid Spray. You'll never run out of resources again!



Sewer Area Map



Sewer Area Entrance

When you began the sewer area, Sherry was sucked away while Claire was apparently busy scrutinizing the mildew on the sewer wall. So, what happened to Sherry? You'll have to play Claire's 1st mission to find out, Sherry's 2nd quest doesn't happen in the 2nd mission. Don't worry about looking for her- she'll find you.



CLAIRE (2nd Mission) 14/20

Sewer Tunnels

Once you've looted the supervisors' rooms, the Sewers become very simple. Provided you remember to bring your multi-use **Valve Handle**, all you need to do to get out of here is grab the **Wolf** and **Eagle** Medals, plug them in the door, and make your way to the sky tram station. The **Wolf Medal** is easy to find; it's among the corpses piled just to the left of the first sewer tunnel.

The **Eagle Medal** requires you to go all the way around to the second floor, however. Since the fan is on, you can't take the direct route, and will have to head west, then south through the area

where you fought the Crocodile, to get up to the garbage pile where Leon and Ada were reunited. From there, you can head to the second floor, provided you remembered to turn the Valve Handle a second time to move the panel back up so you can cross.



First grab the Wolf Medal here. To save space in your inventory, drop it into the two-medal lock when you pass by it in the next tunnel.



The spiders are easy enough to dodge, but you should have a ton of extra ammo by this point. So why not indulge yourself and have some fun?



Lower the bridge so you can cross, and then raise it again when you get to the other side.



Once you've fought the Croc (if applicable), cross through the garbage pile, and grab the Unicorn Medal here. Then use your Valve Handle to turn off the giant fan and cross the cockroach-infested tunnel.



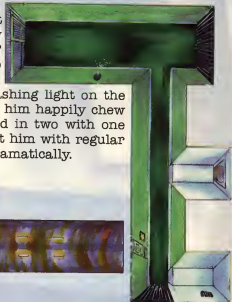
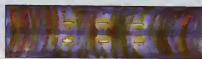
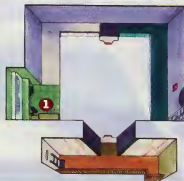
As you make your way to the door-locking machine to insert the final medal, a number of zombies will rise up and attack you from all sides. Knock one down and run past it so you're no longer cornered, then fire away.

Croc's Tunnel

Unless you killed the Alligator boss for good during the first mission, you're going to have to face him here. To recap about this guy, you can beat him by shooting him ten or so times

with a shotgun or flame grenades and making him run away, or you can beat him in a single shot by tricking him into eating a gas canister and then popping it with any weapon you have, blowing his head off and killing him for good.

The downside to the one shot kill was that it doesn't give you any ammo in the Sky Tram Station afterwards. Well guess what? It's not going to give you any this time no matter what you do. So if Croc's still alive, run away from him until you get to the flashing light on the side of this tunnel. Press the button, watch him happily chew on the canister a bit, then split his head in two with one well-placed handgun shot. If you do fight him with regular tactics, you'll still kill him, but not as dramatically.



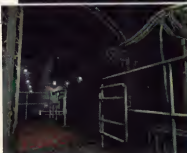
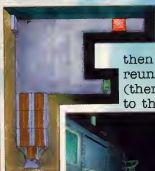
Sewer 2F Map

VACANT FACTORY

Sky Tram Platform

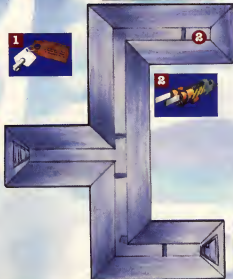
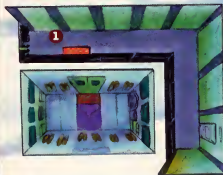
Plunk your Medals into their clearly marked slots, then head north for the Sky Tram Platform. After you reunite with Sherry, hit the button to make the train come (there are no items in the platform this time), and you're off to the basically unchanged Vacant Factory.

When you disembark, you can light the flare gun with your lighter, or just search the area shown in the picture for the Weapons Box Key. Grab a somewhat powerful weapon (the Bow Gun's nice) and head inside.



Vacant Factory

There's a corpse at the end of the left fork of the first tunnel. You can't see anything, but he's actually holding the **Spark Shot**, an experimental new weapon designed by our friends at the Umbrella corporation. Unfortunately, the mechanical weapons division of Umbrella seems to be lagging a bit behind their chemical weapons division, as they've basically invented a gigantic taser that doesn't do much of anything well. It can hit ground based enemies easily, which is good, but the Spark Shot fires slowly, has poor range, and doesn't do a whole lot of damage. It's pretty to look at, but in areas like the Vacant Factory, where there's an enemy around every corner, you need to be able to kill enemies far more quickly than the Spark Shot is capable of doing.



CLAIRE (2nd Mission) 16/20

Elevator Platform

Uhhh... something's definitely missing here. Well, I guess Leon took the only lift, so Claire's going to have to explore the area beneath the platform to look for a way to bring it back up.

Fortunately, the **Up Key** is right down there, stuck in a control panel. Swipe the key, but take a minute to check out the monitor with the flashing light before you head back up. Apparently this isn't going to be as easy as it seemed...

Return to the safe room to meet back with Sherry and plug that **Up Key** into the control panel there. Leon's elevator (claw hole and all) rises back to the surface. He left the **Down Key** in the slot outside, so just give it a twist and hop on board. After you save your game, of course.

Don't forget about the two well-hidden items in this area: A case of Flame Rounds here and a box of normal ammo at the far end of the platform.



BOSS

This guy is pretty much just a variation of the first form of the last boss that you fought in the First Mission. Sure looks cool, though.

Basic hit and run tactics are the key here. The main threat from him is his nasty four arm, four-hit combo. He can only do this when his upper arms are poised and pointing down at you, so when he's in this state, stay far away. But if he's not in that state, you have an opportunity to dash past him. Shoot him 'til he starts to raise his arms, then run. You should be able to get past him unharmed easily.



When he gets close, fire. He'll raise his arms to retaliate, allowing you to just dash past him.



I'll level with you: The Spark Shot sucks.

It's all about Flame Rounds!

LABORATORY



Laboratory Level 1-3

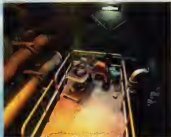
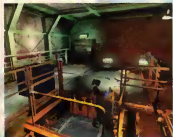
Claire's lift stops fully three levels higher than Leon's did in his first mission. Your first priority is to get back to that familiar territory, and fortunately it's a fairly easy mission to accomplish.

Crawl through the ventilation shaft shown to the left, and you'll be in a room with an item box and an elevator. Take the elevator down a level, and you'll find a typewriter, Ink Ribbon, and a case of Flame Rounds. Keep going until you find another down elevator, and take that to Level 3.

An unfriendly pair of lickers may cause some problems, especially considering the default camera angles here make it difficult to aim. Try to lure

them out into the angle shown here, so at least you'll know when you're hitting them. As usual, Acid Rounds are your best bet.

When they're dead, run to the end of the hall and turn on the main elevator's power. Now you can take the elevator at the end of Level 1's main shaft all the way down to Laboratory Level 4, where Leon's lift stopped.



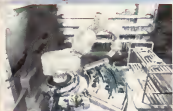
Security Office

The naked zombies army attacks right off the bat, so deal with them quickly and harshly. You can probably guess what weapon I'm recommending... Heh heh heh.

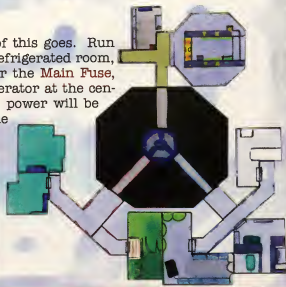
The security office has a few nice items and a much-needed typewriter and item box. If you're running low on Ink Ribbons, wait to save until after you've restored the power, since there are no enemies that will get in your way of that simple quest.



Refrigerated Room



You probably remember how all of this goes. Run down and take the blue path to the refrigerated room, grab the Fuse Case, trade that in for the Main Fuse, and plug the Main Fuse into the generator at the center of the three-way fork. Now the power will be back on, allowing you access to the rooms at the end of either area.





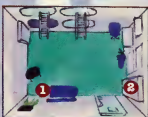
CLAIRE (2nd Mission) 18/20

Staff Quarters

If Leon managed to kill the plant in the corner of this room, then it will be dead in Claire's 2nd mission, but the room will be filled with three zombies. If he didn't, the plant will still be there (Claire can kill it with Flame Rounds) and the zombies will be absent.

You get the Lab Key Card here, which is much sooner than you did in mission one, but it only gives you access to a couple of optional rooms you don't ever really need to go to anymore, like the room with moths and the VAM room.

Hit the shutter back in the hallway, then shoot two incendiary grenades right between the plants to kill both. Go outside and kill that straggler, then come back and kill the new ones. Now you won't have to worry about plants anymore... For a while, at least.



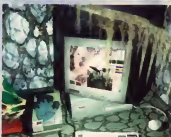
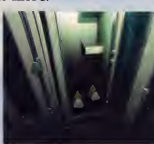
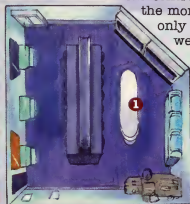
Dr. Birkin's Lab & Moth Room

Bring a lot of Acid Grenades with you when you head downstairs, as there's a pack of hungry lickens in the hallway outside the control room that can cause serious trouble if they're not dealt with quickly and decisively.

Compared to them, the zombies and moth that guard these two rooms are complete pushovers. Spend some of your new regular grenades to kill the zombies in overly dramatic ways, and pop the moth with a couple of Flame Rounds. You should be able to fry it before it even gets off its perch.

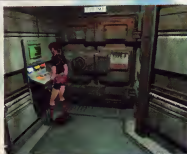
The only item in the Lab is the Power Room Key, which is used way up in Laboratory Level B2. And the only thing to do in the Moth Room is, of course, sign in with the "GUEST" password.

When all of that is taken care of, head out to the control room to watch an event unfold on the monitors. It looks as though Sherry has only minutes to live... Well, there's no way we can make it in time, so let's mess around a bit more.



Geez! You're practically drowning in regular grenades now, so have some fun with 'em. Pretend your launcher is a Shotgun, and aim upwards on nearby enemies and fire. Whoopie! Takes their head and half their torso straight off.

LABORATORY



G-Capsule Room

It's not that I don't care about Sherry. It's just that, well, she's a tough little kid, and she'll figure something out. Besides, haven't you just been dying to find out what's behind this double identity lock door? Yeah, let's take a look inside the mysteriously named G-Capsule Room... Hmm... Really cool scenery, new Devo-ish BGM, and a bunch of naked zombies. Whatever.

The only prize here is the Submachine Gun, or, if you already have a Submachine Gun, a Submachine Gun clip. Wow, a moderately powerful gun ten minutes before the end of the game. Be still my beating heart. But hey, at least it's a damn cool looking room.



V.A.M. Room



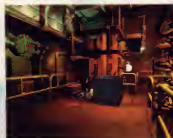
The once proud V.A.M. Room is now just a shadow of its former self... It contains nothing but a box of regular grenades, and a bunch of plants who did not seem particularly terrified by my new uzi.



Laboratory B1-B2

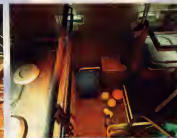
Uh, now what? Let's see, we've done all the major rooms, everything seems to be settled... Oh, right! We left Sherry on the brink of death 45 minutes ago. Silly me, forgetting that.

Well, we certainly don't want to miss that, so hop back in your elevator and head down to Laboratory B1. Your Power Room Key can open the door to the last unseen room of the Lab, but only if you can get there. To get up to the lock, you'll have to make a little staircase for yourself by pushing that big black block from level B1 onto



the elevator, and then from there over to where the other blocks are, as in the sequence below. Don't worry too much about getting it right, as the route is designed in such a way that it would be really hard to get stuck. Then hop onto your makeshift stairway and go watch the fun.

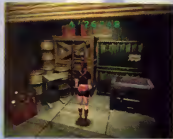
Afterwards, head back up level B5, and make your way to the room where you placed the fuse in the generator. Bring the Master Key back to your elevator, and you'll be just about done.



CLAIRE (2nd Mission) 20/20

Emergency Train

Hop onto the train and run all the way to the back. You'll find a typewriter, Item Box, and the Platform Key. Grab a powerful weapon from your box (Acid Grenades if you got 'em) and make sure you leave at least two slots open. Head back out of the train, and the countdown begins. Take the catwalk over the train, grab the two Plugs, and run over to the Southwest corner to slide them into place. As soon as you do, you'll get an unexpected and particularly unwelcome, extremely nasty, and unwholesome visitor...



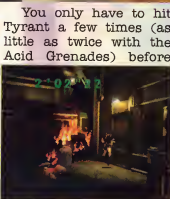
This area doesn't really have anything to do with anything... It's just in case you need to unload a couple of items to hold the two plugs.



BOSS

you'll receive the Rocket Launcher, the weapon needed to defeat him. But even that can be difficult. If it's

only one or two shots, just take whatever hits he dishes out and hit him fast. If it's more, try to run around a bit, but always stay fairly close to him, or he'll break into his charge and potentially hurt you badly. When the Rocket Launcher appears, lure him away (or he'll keep hitting you when you try to pick it up) and then just point and shoot. You have only two rockets, so make sure your aim is good.



Running away from Tyrant is a losing proposition, since he's much faster than you are. The only time you want to risk it is when you need to lure him away from your Rocket Launcher.



Train Platform

Before you get on the train and ride away into the annals of gaming history, you have to run around the front of it and open the gate. A pack of zombies has appeared to make the task a bit more complicated, but you should have the spare ammo to deal with them without having to expend too much effort. If you still have a Rocket left over, resist the temptation to obliterate one of the zombies and save it for a bit later.

You never know when it might come in handy...

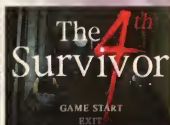
When the gates are open, get back on board, run to the front of the train, and throw the switch.

Goodbye, Raccoon City...



HOT SECRETS

HUNK



If you've played RE 2 extensively, you've seen the bitchin' FMV midway through the game that depicts Umbrella S.W.A.T. troopers attempting to retrieve the G Virus from William Birkin. Remember at the end of the sequence how it appears that all of the troopers died? Well, one of them escaped the fury of good ol' Billy B. His name is Hunk, and you can play as him if you're an awesome gamer.

Your mission is simple but quite challenging: Achieve an A ranking on either 2nd scenario (see below for details on how to get an A ranking). After you beat the game and the A ranking screen appears, you'll be given the option to save a game with a normal character (possibly with infinite weapons). But then, the real fun begins: you'll also be able to save a game featuring "another scenario," which means HUNK!

Hunk starts out in the sewers, and his task is to escape the R.P.D. with the G Virus. He must get to the roof, where he'll be able to call an Umbrella helicopter to get him the hell out of there. Turn the page for some tactics to help you survive, thrive, and conquer.



TOFU



Tofu is the strangest secret in the game by far. He's literally a giant block of tofu (in case you don't know, tofu is fermented bean curd, a staple of food in Japan) who squeaks when he walks, sweats profusely when he runs, and turns pink when he's damaged. He also spouts out amusing Japanese expressions.

In order to play as Tofu, you must beat six scenarios (three complete games) in a row, and obtain Hunk along the way. This means: You must beat a 1st scenario, then the 2nd scenario, then the 1st scenario again, then the 2nd scenario again, then the 1st scenario again, and finally, the 2nd scenario again. (At the end of the first or second 2nd scenario, you must get Hunk.) Be sure to save the game at the end of each scenario, so you're continuing the same game you originally started.

Tofu is given the virtually impossible task of surviving Hunk's scenario with the knife as his only weapon. WHAT?! Why?! Our theory is Capcom included this bizarre character to challenge (more like torture) all the Japanese gamers who beat RE 1 in under 2 hours with just the knife. (It's true; dozens of them sent in tapes to Japanese game mags to prove it. It became a crazy fad!)



THE RANKING SYSTEM



When you beat the game on either scenario with Leon or Claire, you are given a ranking from A to E. The game bases the ranking on several factors, including how long you took to finish, whether or not you used any special weapons (a special weapon is defined as any one of the three Infinite

Weapons described to the right), and how many times you saved your game. To get an A ranking, you must beat the game in under 3 hours; a B ranking is 3 - 5 hours; a C ranking is 5 - 7 hours, and a D ranking is over 7 hours. However, your ranking is lowered by one if you use any special weapons or if you save more than 12 times. E is the lowest ranking possible.



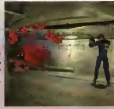
INFINITE WEAPONS

Infinite weapons are a special reward for skilled RE 2 players. If you beat the 1st scenario with an A or B Ranking in under 2 1/2 hours, you get an Infinite Rocket Launcher. In the 2nd scenario, there are two possibilities. If you simply beat the 2nd mission with an A or B Ranking in under 3 hours, you get the Infinite Submachine Gun. If you beat the 2nd mission with an A or B Ranking in under 2 1/2 hours, you get an Infinite Rocket Launcher, Submachine Gun, AND the awesome Gatling Gun! Let 'er rip!



1-HIT GATOR KILL

Here's a secret trick to kill the Gator boss. (Why is this here? Just because!) When he starts advancing on you, you'll notice a yellow light on the left wall. Search it and a canister will fall to the ground. When the gator chomps down on the gas canister, shoot the canister and the Gator will explode into bloody chunks!



BRAD VICKERS

Begin the game on normal difficulty on the 1st scenario. Play through from the beginning without picking up **any** items.

When you reach the gate before the R.P.D., take the lower stairs around the Police Department's front yard. Assuming you haven't picked up a single item, in the lower section you will encounter a special zombie wearing camouflage pants and an orange vest. Say "hi" to Brad Vickers, who you might recall as the pilot of the chopper that airlifted Chris & Jill out of Resident Evil 1. Time has not treated him kindly, but at least he's no ordinary zombie. He's super powered and takes far more hits to kill than any other zombie. Which, of course, is a pain in the tucks when you haven't been picking up any items. You can try to kill him now with a combination of your limited Handgun ammo (not nearly enough shots to kill him) and your Knife (uhh, good luck), but a better



Use the shotgun, point up, and...Look at the brain on Brad!"



Got Brad to lunge at your feet and he's an easy kill. Now take the key!

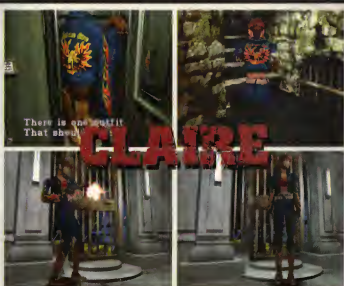
walk slowly back so that he'll lunge at your feet, and you can kill him with a single boot smash. It costs you no ammo, you only take 1/8 of your health in damage, and you don't have to waste time searching for weapons and returning. This method requires a bit of practice and patience but it's sooo worth it. Dispatch Brad with any of these techniques, search his corpse, and you'll be rewarded with the Special Key, which can be used to unlock the secret costumes (see below). (Note: To fight Brad Vickers in the 2nd scenario, you must have encountered him in the 1st scenario. He'll still be hanging in the same area. Don't worry, you can pick up items along the way!)

SPECIAL COSTUMES

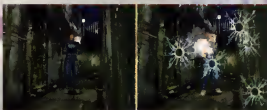


Once you've obtained the Special Key from Brad Vickers as described above, take the key to the R.P.D.'s first floor west wing save point, located below the stairs. Inside that room (which is known as the "darkroom" if you save there), you will find a locker. Use the Special Key and Voila! You are SO money! With Leon, you'll get a choice of two new costumes. No matter which costume you choose, you'll look like a total badass, plus you'll gain the new and awesome ability to fire the Handgun one-handed. Your one-handed gun action is twice as fast as usual! Claire gets only one new costume, but she also gains the Colt S.A.A. gun. This weapon will give you a taste of the wild west, as Claire fires it gunslinger style, holding the pistol from the hip and fanning the hammer with the palm of her hand. Not only does this look awesome, but she pumps out bullets at more than twice the rate of the normal Handgun. The Colt's only drawback: it only holds six shots (but reloads **ULTRA** fast!). Now she's just like Susannah from the Gunslinger, except not crippled, not bled, and not schizophrenic! This reference in honor of Mateo. Thank you. (Note: If you change clothes in the 1st scenario, that character will still be wearing the new outfit in the other's 2nd scenario. Also, if you encounter Brad in both scenarios, you'll get the key twice.)

There is one outfit That should fit u.

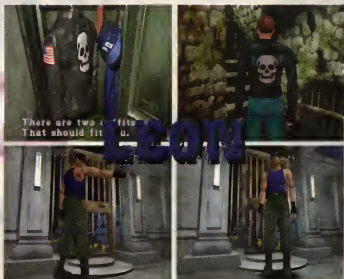


KILL THE CAMERA



Take the east exit out of the basement, and go to the area with two dogs and a manhole in it.

Stand with your back to the manhole, walk forward from the manhole until the camera changes angles, then face the camera and fire with the Shotgun. You might have to tweak the aim a bit, but...check it out!



HUNK & TOFU

The 4th Survivor and The Tofu Survivor

Welcome to the 4th Survivor and The Tofu Survivor, two fun mini-games in RE 2 (see Secrets for details on accessing these missions). The 4th Survivor stars Hunk, and the The Tofu Survivor stars the infamous Tofu-X, er... I mean Tofu. In fact, let's call him Tofu-X just for fun, because - think about it - do you REALLY know who this guy is? While these characters start with different items in their inventory (Hunk's decked out with a Handgun, Shotgun, Magnum, lots of ammo, and two blue/green herb combos, while Tofu has a knife, 2 green herbs, a blue herb, and... karma), the mission is the same. Therefore, we've combined the walkthrough. If a strategy doesn't specify one character or the other, then it applies to both of them.

If you thought all the regular scenarios were easy, then these scenarios should pose quite a challenge. Which is the understatement of the millennium. Not only is there a ridiculous (the definition of the word ridiculous) amount of enemies in some of the rooms, but the enemies you fight take more hits to kill. If you have a bad temper, I suggest you find something to keep next to you to throw instead of the controller. Breaking your controller would be TRAGIC wouldn't it? Of course, breaking the controller's about the extent your rage will reach in Hunk's scenario. If you're playing Tofu, I suggest you bolt every single piece of gaming equipment in your house to the floor: Tofu's only saving grace is he has way more hit points than Hunk and he always is able to run even when in danger mode or when poisoned, but overall his mission is 10000% harder than Hunk's.

The only items and weapons you'll ever get in this scenario are the ones you start with, and you aren't allowed to access magic boxes or save midway through. This game is purely based on survival; exploration is not an issue as the game places you on a completely straight path (doors leading to other areas of the game are locked off). Your goal is to simply get to the roof alive.

Your most important strategy points to remember are as follows: run from most enemies with Hunk and **almost everything** with Tofu, learn how to take junk (faking enemies out) to the next level, and **always** reload weapons from the inventory screen. The farther you survive without using your herbs, the better. Good luck! (Note: **Red tips apply to both characters**, dark muddy brown tips apply only to Hunk, and **purple tips apply only to Tofu**.)

Room 1: Sewers There's nothing here; simply walk up the stairs and leave. If you look closely at the wall next to your character, you'll notice a 4 etched in stone.

Room 2: Chess Piece Room

HUNK: The safest way to pass this room is to (1) use the handgun to kill the female zombie and the zombie in the middle of the walkway. Then go and (2) stand in the corner of the walkway opposite the door and lure the zombies toward you. Wait for them to reach the walkway, then (3) zigzag around them. Exit through the door.

TOFU: (1) Walk up and use Tofu's especially long range to stab the female zombie in the back. She'll turn and come after you. Wait a brief moment to see which way she is turning, then when she starts moving, (2) run the other way around her. Stop at the edge of the bridge on the left side and (3) wait for the next zombie to close in. At the last moment, (4) run behind and around it on the right side. Run to the end of the bridge and (5) wait on the left side for the last two zombies to approach. When they come close enough to you, (6) run around and behind them to the left, and then hug the wall all the way to the door! (Note: At the two points where you must wait, always keep looking out for the zombies approaching on the rear. You can advance a step or two to keep 'em off your back.)



Room 3: Hallway This room is simple: (1) just run forward along the left wall past the first zombie. Don't go to the hallway on your left because there is nothing but a dead end. After you pass the first zombie, (2) zigzag past the zombie next to the door and start walking to see which way the remaining zombie is going to go. After that is established, dash past him and walk down the stairs.



Room 4: Spiders Since spiders poison you, it is a good idea to get past this room as fast as possible. The best way is to (1) walk along until you see the first spider creep his head around the corner. Usually the spider is on the inside wall when turning the corner, (2) so run along the outside wall. The second spider will also be on the inside wall, so (3) continue running along the outside wall past him and climb the ladder.



Room 5: Kennel

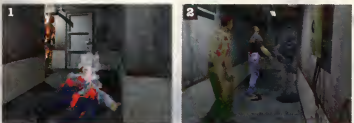
It's incredibly easy to run here. Just have your (1) finger on the run button and be pressing forward (straight up on the pad) as the game loads the room. You

will (2) run perfectly straight; the dogs will charge but miss. (3) Turn left and run out the door.



Room 6: Prison Area

HUNK: When you enter this room, there are 2 ground zombies lying in front of you. Immediately (1) blast the pair with your shotgun. Then turn left, and (2) zip past the other 2 zombies in this hall section. Hit the door for the next room.

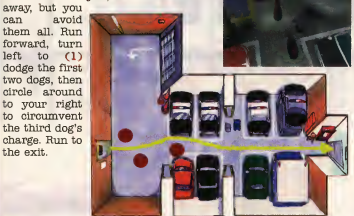


TOFU: In this room you will see two zombies; one will be crawling at you. (1) Wait in the upper right corner of the room and get ready to run, then when the first crawler you saw is near the right wall, (2) dash around them to their left. After the camera change, (3) run and hug the right wall to pass the two zombies and escape.



Room 7: Garage

There's a dog to your left, one in front of you, and a third farther away, but you can avoid them all. Run forward, turn left to (1) dodge the first two dogs, then circle around to your right to circumvent the third dog's charge. Run to the exit.



(Note: We show maps in three places throughout this walkthrough. Red dots on maps indicate the initial placement of the enemies when you first enter the room, i.e. BEFORE they attack you. The yellow line shows your recommended movement/running path to avoid getting hit!)

Room 8: Basement

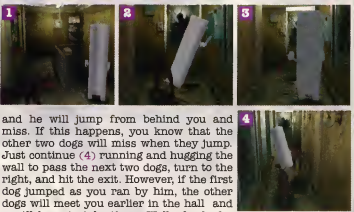
You must (1) run past tons of crows. Running from the crows can be difficult as there is one bad camera angle in this area. It's when you are trying to make a left turn heading towards the stairs. Try to avoid running into the side of the wall or a crow at that point, you must (2) master the angle of the turn. When running in straight-aways, try to run in a (3) zigzag pattern so the birds won't be able to get a bead on you. Run where they aren't.



Room 9: K9 Hall

HUNK: This hall holds 3 sweet, lovable, bloodthirsty hellhounds. Upon entrance, turn to Hunk's right, arm your trusty handgun, and turn the volume up. When you shoot these dogs, you need to listen for their loving cries of affection for you. Start by firing 3 rounds down the hallway. Now, listen for their growls, which means a dog just got to his feet and is coming to give you a big, juicy kiss. Instead, (1) (2) shoot him once. Keep this up 'til you hear their death yelps, and it's clear sailing.

TOFU: When you first enter, (1) turn to the angle shown in the 1st picture and wait. When the first dog reaches the point shown, immediately (2) run straight, and when you hit the wall, (3) turn to the right and run and hug the wall. If you did this right, the first dog will have not jumped when you initially ran, but he will chase behind you,



and he will jump from behind you and miss. If this happens, you know that the other two dogs will miss when they jump. Just continue (4) running and hugging the wall to pass the next two dogs, turn to the right, and hit the exit. However, if the first dog jumped as you ran by him, the other dogs will meet you earlier in the hall and you'll have to juke them. Walk slowly for a moment straight down the hallway after you pass the first dog, run straight, then break right, causing the second dog to miss. You can make the third dog miss with similar juiking tactics.

Room 10: East Office

(1) Run through the doorway on your right. Walk forward 'til the camera angle changes (2) so you can get a good look at the zombies around you. Wait for them to start to close in, then (3) zig through the middle and go around the desks to the door: Bingo!



Room 11: East Wing Hallway

to lure the zombies to that part of the hall. When they get there, (3) evade them and (4) head back to the hall where you started. The last zombie will chill by the exit door at the end of the hall, but you can run (5) right past him and then adios!

HUNK: Make sure to have your shotgun equipped before you enter here! (1) Decap the zombie directly in front of you, then (2) head shot the two to Hunk's right. Run to the right, seeking solace next to the chalkboard, and wait there, (3) evade them and (4) head back to the hall where you started. The last zombie will chill by the exit door at the end of the hall, but you can run (5) right past him and then adios!



TOFU: (1) First just take a step towards the two zombies on Tofu's right and wait at the point shown. When the zombie on the right moves out from the wall, (2) use that space to run in-between him and the other two zombies into the open area. Lure out the zombies, then (3) move to the cola machine to get three of them bunched into the center. Run around and behind them, but slow down to a walk before the camera change. (4) Check out where the next two zombies are positioned; there should be just enough room to (5) run and hug the wall on either side of them. Finally, run past the last zombie if there's a space between him and the door, or juke him if necessary.



Room 12: Main Hall

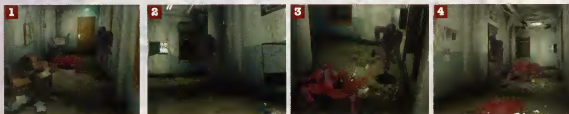
Ah, a brief stop in the main hall of the R.P.D. Remember that computer? You can go over there and get on the internet! Ha, gotcha, just kidding. Nothing here, move on!

Room 13: West Wing Lobby

Two friendly, neighborhood spiders inhabit this room. The key to running around spiders is evading their heads when they are raising their legs. The best way to trick them is to (1) wait behind the pillar and (2) run to the opposite side the spider decides to take. After you have run past the first spider, just (3) weave your way around the second.



Room 14: West Wing Hall



This room contains 3 lickers, as indicated by the red dots on the map. The first one is hanging on the ceiling but

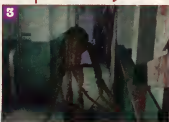
will not drop until you take a step. (1) Run carefully along the outside wall almost the whole length of the hall, and then (2) get to the inside wall before the corner. After that, you need to (3) break to the outside wall, moving forward and then (4) back into the inside wall to avoid the 2 lickers around the corner. If you have done this successfully, you will be home free.

Room 15: Boarded Up Hallway

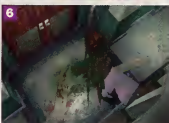
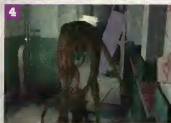
HUNK: In this room there are two nasty plants. Although plants are fairly powerful, you only need the handgun here. For the 1st plant, wait until LOF (Line Of Fire) is attained, then auto aim and fire the handgun. If you have the volume up you can hear when the plant dies. For the 2nd plant, (2) stand on the 1st plant's putrid corpse, auto aim, and fire another barrage. After it is (3) dead, (4) continue on to the next room.



Room 15: Boarded Up Hallway (Cont.)



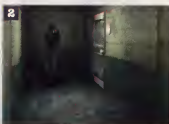
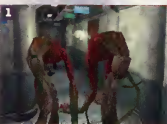
TOFU: Wait (it'll take a looong time) for the first plant to get all the way to you at the beginning of the hall. As he comes closer, he will try to spit acid at you. (1) Just dodge back and forth until he gets to his farthest point forward, which is the beginning of the hallway after the table. (2) Push up against the table and face the plant and start stabbing. Even though he tries to hit, both of his tentacles will miss, letting you kill him very easily. After every stab or two you might want to reposition yourself perfectly to ensure you won't be hit. (3) Lure the second plant to the wide space in the hallway while standing against the left wall (he should be on the left side), then just (4) dodge his poison.



son spit by running to the right and push up against the right wall. (5) Move toward him and he will raise his tentacles to hit you long range. When he does, (6) pass him on the right side and you're out.

Room 16: Stairwell Area

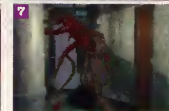
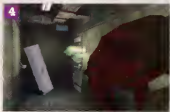
HUNK: (1) Run to your right immediately after entering to avoid the plant's poison. Run to the hall's end, (2) turn around, auto aim (they're not visible, but trust me they're there), and (3) shoot these plants with your magnum until they are dead. Note that these brightly colored plants are heartier than regular plants and are exclusive to this bonus game.



TOFU: When you first enter, (1) hold up and run to run straight into the wall, dodging the plant's spit. As soon as you're there, turn Tofu so that he is ready to run down the hall away from the plants. After a couple of seconds, (2) run down the hall and wait in the right corner. (If you do this sequence correctly, both plants will spit at you as you are trying to run away.) Then, the plant that was on the right will (3) spit and miss left. The other plant will spit; you'll have to (4) run to the left corner to avoid it.

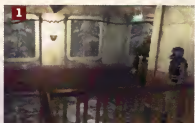
Once in the left corner, get ready and when the spit flies (5) run back to the right corner (in the process you'll dodge two spits at once; the second comes a bit after the first but it will still miss).

Now you must wait for a split second and (6) run diagonally toward the left plant, but do not get too close or else it will grab you. When it raises its tentacles move a little closer so that the plant on the right does not spit at you. (7) Let Tofu get hit and then (8) make a mad dash towards the stairs. The second plant will not grab you because now it thinks that it can hit you so it will raise its tentacles, but too late to connect.



Room 17: Upstairs Hall

(1) Go to the corner to your right, out of the hallway. Wait for Tyrant-103, lure him, then (2) circle him wide and then run down the hallway. It's a clear run from there. (Don't you always wonder...just what is under that green coat?!)



Room 18: S.T.A.R.S. Room Hallway

(1) Dodge the first two crawling zombies, (2) walk your way through the little path of inert (but not dead) zombies, lure the last crawling zombie while in the (3) middle of inert zombies, then escape by (4) running over the legs of the last 2 inert zombies. Inert's a pretty cool word, huh? If you're low on health, just kill all the ones in your path with the handgun (you should have plenty of rounds).



Room 19: Licker-B Room

This room is rough!! OK, listen up. When you enter the room, DON'T MOVE! (1) Have your character face the long hallway (you can't see it, but you should know where it is by now). Wait for the Licker to get sort of close and then (2) walk forward and then behind the 1st Licker. Continue walking (3) up and to the right hallway. You will see a second Licker come from the hall. When you see enough room, (4) run past him and you're home free.



Room 20: Library

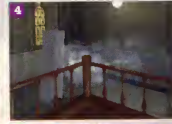
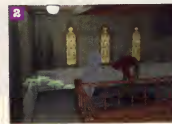
A free room for you. While Claire and Leon were busy escaping on the train, the Repo Man came and took the bookshelves. Now poor old Hunk will never learn to read.

Room 21: 2nd Floor Hall

HUNK: Once again you must face plants, but these plants are a cinch. Equip your handgun and auto aim and fire. Keep firing until the plant's dead and then do the same thing for the second.

TOFU: When you first enter this room, you will see one plant in the distance. Run toward the plant, changing the camera angle twice, and (1) wait by the railing as shown. Wait for the plant to spit at you at least three times. All three will miss because it can't connect at this angle. After he spits for the third time you need to run straight up to the back wall. At the same time you're running to the back wall, the plant will (2) spit at you and miss. You must quickly turn right and (3) follow the wall behind the plant as it will be delayed from the spit long enough for you to run by without being grabbed.

Continue running down the hall past the ladder and (4) wait at the corner of the railing for the plant that is off screen to miss with its spit twice. After the plant misses the second time, you must move up and (5) position ToFu to the left of the corner but face the corner, ready to run. This will lure that annoying plant to the left and away from the wall. When the plant spits at you, (6) run into the corner and then quickly go back to the original spot left of the corner. Repeat this one more time and on the third time, just run into the corner and then (7) walk towards the plant but don't get too close or you will be grabbed. The plant will then raise its tentacles. At this point, you want to run by the plant, pushing against the wall and (8) you are home free...until the next insane room.



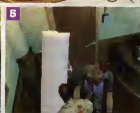
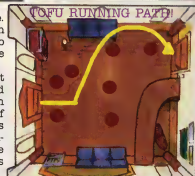
Room 22: Waiting Room (The Nastiest Room in the Game!)

HUNK: This is the hardest room and if you want to finish Hunk's scenario you are going to have to get through it. Before you enter here, ready your shotgun. Note that it's hard to see your character because of the terrible initial camera angle. Upon entering this room, (1) run forward for a moment between the zombies,



stop in front of the three in front of you, and IMMEDIATELY (2) shoot the shotgun upward which will decapitate three at once. (One of the zombies behind you might grab you, but you still have 2 mixed herbs, right?) Run forward to your right or left to avoid running into the headless corpse and make your way to the door. There should be one zombie in front of the door. Either (3) dodge around him, or fire an upward shot at the zombie and then leave.

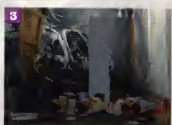
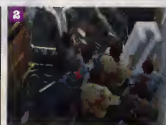
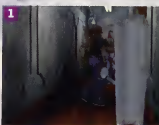
TOFU: Before you enter the room, push up to walk forward. You will evade the two zombies at the door. After a split second you'll (1) have clearly passed the two zombies; hold Run and start running (with Up) and slightly turn Left, at a gentle curve, so you loop around in between the next two zombies. You (2) should end up pointing in the direction of the right shoulder of the far right most zombie (the one who's really large in the camera angle). If you make it this far, you'll switch camera angles. (3) Run and hug the right wall to (4) pass that far-right zombie (if you do this right he won't be able to grab you at all even if it looks like he can in the screenshot), and then (5) pass behind another zombie who is guarding the door. As soon as you reach the door, leave immediately!



Room 23: Helicopter Hallway

HUNK: Immediately give the zombie directly in front of you a nice big head shot with your trusty shotgun, then turn and do the same with the zombies on your right, so they won't get jealous. No sweat!

TOFU: This room is easy, if you know what to do. Turn to Tofu's left upon entering the room and (1) run by the zombie nearest Tofu. There is another zombie but you can get by him easily. Now you must run to the chopper and wait behind the cockpit in the corner for all the zombies to line up in front of you. They can't fit behind the chopper! Now, get in the safe spot where they are the closest to you, but can't hit you, and you can (2) knife them all to death without fear of getting hit. It takes a while, and it's weird, because when you stand at the right angle, it makes the cackling sound because you are surrounded by metal...but the knife still hits! Slowly but surely, you will (3) win this race.



Room 24: Tyrant's Final Ambush



HUNK: Once again the Tyrant-103 has dared to show his ugly face. If you're healthy, you can run up to him, take a hit, then run past to the door. If you're not healthy, run straight down the first hallway, turn to your left, and wait to get into your line of fire. Then (1) plink at him with whatever weapons you have left. If you want to go through this without getting



hit you're going to have to shoot him down.

TOFU: Unless you wanna stab this guy to death (not likely), you have to run up to him, (1) take the hit, then (2) run by as he tries his overhead smash.

CONGRATULATIONS! You are now The 4th Survivor (or The Tofu Survivor). You are a Resident Evil 2 Master!

GameShark

Welcome to the section for only the most hardcore RE fans - the GameShark section. I, Mick "Rox" Des Barres, will act as your most skilled guide through this area of mania and madness. Back before RE2 came out, I spent long hours crafting these insane codes for the original RE2 demo that came with Director's Cut. At the time, they allowed for an enticing look at more of the game, but now, after we've seen everything the final game has to offer, they reveal exciting glimpses at how the game was made, what was changed in the development process, and even some concept art that just dumped everything they had completed on the CD, and simply restricted access to areas they didn't want you to see. The GameShark allows us to break down these barriers, however, and I'll explain how in the following three pages. (If you have the Bio Hazard 2 demo, don't worry, I've got the equivalent codes for that version.) At the end of this section is an entire page of comparisons between the final game and the same areas in the demo for those who don't have a GameShark or the RE2 preview. Also, we're sorry we couldn't offer GS codes for the final game, but, naturally, it hasn't been released yet as I write this. The DAY the game is out we'll have codes up on our website at www.vrbooks.com, and we'll continue to update regularly afterwards, so please, in the words of the service who adorned a classic City wall with this very phrase: **ye 4 M!**

Ein Kleine Word of Warning

Since the majority of these codes take you into areas you're not "meant" to be in, very little of the text is being translated. Therefore, the general rule is "look but don't touch." Don't do anything that would produce a text response. This is usually confined to general searching - you can still perform item-based puzzles and pick items up. Just don't "look" at anything. If you do, the game will crash hard. There is the odd occasional area which HAD been translated, but it's really not worth the risk. Of course, if you're playing the Bio Hazard 2 demo (You'll find the equivalent codes for it here, too) you can look at anything, and if you can read Japanese you'll get a kick out of seeing what text changed from demo to final.

Items Section

Among the cool goods hidden in the RE2 demo are a number of supermysterious items that never made it into the final game. Note: Many of these items do not have an English name. If this is the case, I've simply translated the Japanese name. Items boxed in blue are present in the final, items boxed in purple are in the final but are changed, and the items that never were (in red) are NOT in the final.

THE CODES:

Note that "RE2" denotes the Resident Evil 2 Preview, while "BH2" means the Bio Hazard 2 Trial Edition.

HOW TO USE:

Enter the codes for the item slots you wish to use. To replace "xx" with the number of the item you wish to have, "FF" will give you 255 of that item. Replace "yy" with the item number that you want; see below. The icons will not change in the item menu, but rest assured they are there: you can use/equip them normally.

BH2: Item Slot #1: 800A030C xxxy
BH2: Item Slot #2: 800A030C xxxy
BH2: Item Slot #3: 800A030A xxxy
BH2: Item Slot #4: 800A0308 xxxy
BH2: Item Slot #5: 800A030C xxxy
BH2: Item Slot #6: 800A030A xxxy
BH2: Item Slot #7: 800A0304 xxxy
BH2: Item Slot #8: 800A0308 xxxy
BH2: Item Slot #9: 800A030A xxxy

(Item Slot 0 is the slot Leon's lighter normally appears in)

01 Combat Knife The now-famous Combat Knife. Love it. Live it. 	02 Handgun Leon's Hi&K VP-70. No real changes. Holds less ammo, though. 	03 Handgun Claire's Brownie. Using that, the game will crash. 	04 Custom Handgun The Hi&K VP-70 Burst. You can't select Auto/Manual. 	05 Magnum The Desert Eagle 50 A.E. 10 inch. No changes, really. 	06 Custom Magnum The D.E. 50 A.E. 10 inch. Much shorter barrel than the final. 	07 Shotgun The Remington Building M570. No changes. 	08 Custom Shotgun The Remington Building M1100. No changes. 
09 Grenade Launcher Grenade Launcher with Fire Grenades. Don't equip, it'll crash. 	0A Grenade Launcher Grenade Launcher with Fire Grenades. Don't equip, it'll crash. 	0B Grenade Launcher Grenade Launcher with Acid Grenades. Don't equip, it'll crash. 	0C Bowgun It's the Bowgun. Don't equip it, the game will crash. 	0D Calico 950 A huge mystery. Where did this go? Don't equip it, it'll crash. 	0E Spark Shot The Japanese says "Air Tazer (Temp)." Don't equip it. 	0F Submachine Gun The Ingram MAC-11. You can actually equip it. 	10 Flamethrower The flame-thrower. It can't be equipped. 
11 Rocket Launcher Look at that dated Rocket Launcher! Don't equip it. 	12 Handgun Ammo It's the same, but "Tony's Arms" is updated. Alright. 	13 Shotgun Ammo It's the same, but "Tony's Arms" is updated. Alright. 	14 Magnum Ammo Um, rock on again. 	15 Fuel It's the same, but you can do some crazy stuff with 'em. See notes. 	16 Grenade Rounds The same, but you can do some crazy stuff with 'em. See notes. 	17 Fire Rounds Those crazy fire rounds. They demand respect. 	18 Acid Rounds Insane, wacky, and superfresh acid rounds. 
19 S.M.G. Ammo Submachine Gun bullets. For love & courage. Or something. 	1A Spark Shot Ammo The text says "Air Tazer Battery (Temp.)" 	1B Bowgun Arrows Bowgun Arrows. On yes. Don't let anyone use 'em otherwise. 	1C Ink Ribbon The Ink Ribbon. Because nobody uses PCs in Raccoon City. 	1D Parts A The Handgun Parts. Text says "Parts A (Temp.)" 	1E Parts B Magnum Parts. Text says "Parts B (Temp.)" despite being B. 	1F Parts C Shotgun Parts. You better believe it. 	20 Health Spray "Spray, spray, those mortal wounds away!" 
21 Antidote Spray Replaced by blue herbs. It would have been neater this way. 	22 Chemical A Read Special Item Notes; not enough room here! 	23 Chemical B Read Special Item Notes. 	24 Recovery Chemical It was supposed to heal you, but wasn't implemented yet. 	25 Lighter Looks different in the final, and isn't engraved with "L.K." 	26 Lockpick Claire's trophy lockpick. Perhaps she's also a Master of Unlocking. 	27 Watch My theory is that this was Ada's item before she got that photo. 	28 Valve Handle You can use this in the demo to extinguish the fire, too. 
29 Red Jewel Can be used in the final. 	2A Green Keycard Mystery. Says it's a key to unlock a "meeting room." See item notes. 	2B Red Keycard The key-card for the weapon room. See item notes. 	2C Blue Keycard Keycard. Says it's a key to unlock the Hall 1F doors. See item notes. 	2D Yellow Keycard Another mystery. See item notes. 	2E Serpent Stone The Serpent Stone for the 2nd quests. Can't be used in the demo. 	2F Jaguar Stone Jaguar Stone for the 2nd quests. Can't be used in the demo. 	30 Blue Stone Hint of the Jaguar Stone. Cannot be combined. 
31 Blue Stone The other half. These can't be combined at yet. 	32 Eagle Stone Eagle Stone for the 2nd quests. Can't be used in the demo. 	33 Wood Eagle Mystery. Maybe it was to be used like the Wood Hammer of RE1. 	34 Lock Bolt A I'm sure these became the Chess Flugs... 	35 Lock Bolt B I'm sure these became the Chess Flugs... 	36 Lock Bolt C I'm sure these became the Chess Flugs... 	37 Bolt Plug Strange that this one has a different name, not "Lock Bolt D." 	38 Bolt Handle Only Shiji Mikami was what this was for. 
39 Detonator The Detonator; can't be combined with the explosive yet. 	3A Plastic Explosive See "CAP" or wasp? Capeton starts making bombs in 1998. 	3B Plastic Explosive The explosive and detonation can't be used in the demo. 	3C Crank You know what to turn it to right? Of course you. 	3D Cabin Key Cabin key; the key of champions. 	3E (Private) Key This series was replaced by the card-themed keys. 	3F (Strict) Key Looks kind of like the Special Key, don't it. 	40 L (Limited) Key These were changed because everyone knows cops... 

RE2 DEMO



41 D Key
...don't use normal lock keys. They use wacky themed ones.

42 Small (Desk) Key
The famous desk key. It's secret function: It unlocks desks.

SPECIAL ITEM NOTES

First off, how about the crazy Calico 950P! (Item 0D) By looking at the files on the disc, it appears to have been a weapon for ADA1 Strangle but true. Items 22 and 23, Chemical A and B, could be combined with the Grenade Rounds to create either Fire Rounds or Acid Rounds. Apparently, you weren't going to be able to pick up anything other than regular grenades at one point. Stranger still: Combine Chemicals A and B to create a Recovery Chemical The logic is obvious: "Hmm. This chemical makes explosives fiery. And this one makes them acidic. Acid and fire... yes! THIS will heal my wounds!" Items 2A-2D, the Card Keys, can be used on the computer in the main hall, but don't seem to do anything. If you look at the computer afterwards, messages are displayed in Japanese that say "One Electronic Door Unlocked," "Two Unlocked," etc. Use all four and you get the satisfying "All Electronic Doors Unlocked."

Location Section

THE CODES:

RESIDENT EVIL 2

Main Location: 300A49D6 000x

Sub Location: 300A49D6 000y

Walk Through Walls Code:
D00A2BEC 1001
800A1C42 000F
D00A2BEC 1002
800A1C42 1100

The item codes are easy... now we get into difficult territory. Obviously, these codes allow you to enter locations you're not normally able to access in the demo... almost 30 of them. Unfortunately, they aren't easy to use and require plenty of trial-and-error. I've tried to explain them thoroughly here, but undoubtedly your results will vary. For those who don't want to waste time with trial and error I've provided three "tours" (on the following page) that include MOST areas seen here, but there are some that can't be entered without this technique. Now, here's what you have to do: First, select a location from the bottom list. Then input the Main Location and Sub Location codes, replacing "x" with the first number in the upper-left-hand of the screenshot, and "y" with the next two numbers. Input the entire Walk Through

THE CODES:

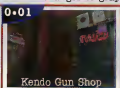
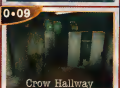
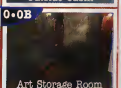
BIO HAZARD 2

Main Location: 300A4E1E 000x

Sub Location: 300A4E20 000y

Walk Through Walls Code:
D00A0704 1001
800A203A 000F
D00A0704 1002
800A203A 1100

Walls Code under its own header in the GameShark menu. Now, begin a new game. You'll start in the location you selected, but Leon will not be on screen. Here's where it gets tricky. Leon is stuck in a wall somewhere, because the game doesn't "want" him to be where you are, it "wants" him to be standing on the fiery street corner. At this point, press **L2 + Up**. This will activate the Walk Through Walls. Now you have to run around wildly, hoping Leon will pop through a wall and into the scene you're looking at. Yeah, I know, it's lame, but there's no other way. If just his shadow appears, reset with **L1+R1+Select+Start** and try again. Once you do get Leon on screen, press **R2 + Up** to turn OFF Walk Through Walls. Now you can explore to your hearts' content! **VS TIP:** I've found that the following method will get Leon on screen for most rooms: Holding the Run button, run totally straight for four to seven seconds (it varies from room to room.) counting slowly: One-one-thousand, two-one-thousand, etc. Then, stop, press left twice to turn Leon 90°, and run straight again. After a few seconds Leon should pop up. He'll take a while, but eventually you'll get good at this method! Note that when Walk Through Walls is ON, Leon's left arm will disappear. This is just to give visual confirmation that the code is on. Turning it off with **R2 + Up** will get you Leon's arm back. If you'd prefer a whole and complete Leon at all times, replace the last four digits in the second line of the Walk Through Walls Code with "110F" but I like knowing at a glance when it's on and when it isn't. Now, without further ado, the locations. Locations boxed in blue are present in the final with little or no changes, while locations have moderate changes to graphics or camera angles, and red locations have underwent major changes.

 Scenario 1 Start	 Kendo Gun Shop	 Outside Gun Shop	 Outside the R.P.D.	 Scenario 2 Start	 Outside Cabin
 Inside Cabin	 Outside R.P.D. - Back	 Wrecked Helicopter	 Crow Hallway	 Helicopter Hall	 Art Storage Room
 Statue Hallway	 Art Room Hallway	 2F Save Room	 2F Hall	 Clock Tower Room	 Library
 Blue Coke Hallway	 S.T.A.R.S. Hallway	 S.T.A.R.S. Room	 R.P.D. Roof	 1F Hall	 Reception Room
 Trashed Party Room	 Billing Room	 Locker Hallway	 Boarded-Up Hallway	 Meeting Room	 Under the Stairs

GAMESHARK

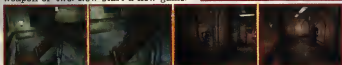


First Tour (East Wing)

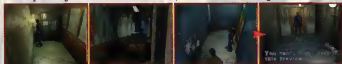
These sections explain how to explore fairly large areas of the demo without dealing with trial-and-error. The first tour is by far the easiest to get working, though. Here's how to do it. Enter your Main Location as **0**, and your Sub Location as **00**. Turn on the Walk Through Walls and Unlock All (Why bother with carrying keys around??) codes, and don't forget to bring along a crazy weapon or two. Now start a new game.

REQUIRED CODES:
RESIDENT EVIL 2
Unlock All: **800A4BDE FFFF**
BIO HAZARD 2
Unlock All: **800A5026 FFFF**

You will also need the Walk Through Walls, Main Location and Sub Location codes found on the previous page.



The first thing you'll see is the shot on the left. Turn on Walk Through Walls with **L2+Up**, then run straight forward. Leon will pop through the wall as shown. Now just walk over to the stairs platform, turn off WTW with **L2+Up**, and descend the stairs. You'll now be in the brynn hallway in the east wing. Leon will be just barely visible, far off to the left. Turn him 180°, then run towards the camera. You will pop out of the wall, ready to start exploring. At this point, turn the Gameshark off and keep it off. You're pretty much on your own now, but there are some points you should be aware of; see below for the goods.



There's an invisible door where Leon's standing on the shot on the left. It'll take you to the crow hallway, just as in the final, but there's no door - you won't be able to go back! Don't enter the door at the back of the big office (crash), and don't exit to the main hall from the blue hall way. You won't be able to return. When you are ready to leave, take advantage of the Unlock All code and check out those once-locked rooms.

REQUIRED CODE: RESIDENT EVIL 2 "everything's Happened" Code:
This code will take several code slots, by the way. The four digits following each code are not printed here; they should be **"FFFF"** for every single code in the sequence.
800A495C 800A495E 800A4960 800A4962 800A4964 800A4966 800A4968 800A496A 800A496C 800A496E 800A4970 800A4972 800A4974 800A4976 800A4978 800A497A 800A497C 800A497E 800A4980 800A4982 800A4984 800A4986 800A4988 800A498A 800A498C 800A498E 800A4990 800A4992 800A4994 800A4996 800A4998 800A499A 800A499C 800A499E 800A49A0 800A49A2 800A49A4 800A49A6 800A49A8 800A49AA 800A49AC 800A49AE 800A49B0 800A49B2 800A49B4 800A49B6 800A49B8 800A49BA 800A49BC 800A49BE 800A49C0 800A49C2 800A49C4 800A49C6 800A49C8 800A49CA 800A49CC 800A49CE 800A49D0 800A49D2 800A49D4 800A49D6 800A49DA 800A49DC 800A49DE 800A49E0 800A49E2 800A49E4 800A49E6 800A49EA 800A49EC 800A49EE 800A49F0 800A49F2 800A49F4 800A49F6 800A49FA 800A49FC 800A49FE 800A4A00 800A4A02 800A4A04 800A4A06 800A4A08 800A4A0A 800A4A0C 800A4A0E 800A4A10 800A4A12 800A4A14 800A4A16 800A4A18 800A4A1A 800A4A1C 800A4A1E 800A4A20 800A4A22 800A4A24 800A4A26 800A4A28 800A4A2A 800A4A2C 800A4A2E 800A4A30 800A4A32 800A4A34 800A4A36 800A4A38 800A4A3A 800A4A3C 800A4A3E 800A4A40 800A4A42 800A4A44 800A4A46 800A4A48 800A4A4A 800A4A4C 800A4A4E 800A4A50 800A4A52 800A4A54 800A4A56 800A4A58 800A4A5A 800A4A5C 800A4A5E 800A4A60 800A4A62 800A4A64 800A4A66 800A4A68 800A4A6A 800A4A6C 800A4A6E 800A4A70 800A4A72 800A4A74 800A4A76 800A4A78 800A4A7A 800A4A7C 800A4A7E 800A4A80 800A4A82 800A4A84 800A4A86 800A4A88 800A4A8A 800A4A8C 800A4A8E 800A4A90 800A4A92 800A4A94 800A4A96 800A4A98 800A4A9A 800A4A9C 800A4A9E 800A4AA0 800A4AA2 800A4AA4 800A4AA6 800A4AA8 800A4AAA 800A4AAC 800A4AAE 800A4AB0 800A4AB2 800A4AB4 800A4AB6 800A4AB8 800A4ABA 800A4ABC 800A4ABE 800A4AC0 800A4AC2 800A4AC4 800A4AC6 800A4AC8 800A4ACA 800A4ACC 800A4ACE 800A4AD0 800A4AD2 800A4AD4 800A4AD6 800A4ADA 800A4ADC 800A4ADE 800A4AE0 800A4AE2 800A4AE4 800A4AEA 800A4AEC 800A4AEE 800A4AF0 800A4AF2 800A4AF4 800A4AF6 800A4AF8 800A4AFA 800A4AFC 800A4AFE 800A4B00 800A4B02 800A4B04 800A4B06 800A4B08 800A4B0A 800A4B0C 800A4B0E 800A4B10 800A4B12 800A4B14 800A4B16 800A4B18 800A4B1A 800A4B1C 800A4B1E 800A4B20 800A4B22 800A4B24 800A4B26 800A4B28 800A4B2A 800A4B2C 800A4B2E 800A4B30 800A4B32 800A4B34 800A4B36 800A4B38 800A4B3A 800A4B3C 800A4B3E 800A4B40 800A4B42 800A4B44 800A4B46 800A4B48 800A4B4A 800A4B4C 800A4B4E 800A4B50 800A4B52 800A4B54 800A4B56 800A4B58 800A4B5A 800A4B5C 800A4B5E 800A4B60 800A4B62 800A4B64 800A4B66 800A4B68 800A4B6A 800A4B6C 800A4B6E 800A4B70 800A4B72 800A4B74 800A4B76 800A4B78 800A4B7A 800A4B7C 800A4B7E 800A4B80 800A4B82 800A4B84 800A4B86 800A4B88 800A4B8A 800A4B8C 800A4B8E 800A4B90 800A4B92 800A4B94 800A4B96 800A4B98 800A4B9A 800A4B9C 800A4B9E 800A4BA0 800A4BA2 800A4BA4 800A4BA6 800A4BA8 800A4BAA 800A4BAC 800A4BAE 800A4BB0 800A4BB2 800A4BB4 800A4BB6 800A4BB8 800A4BBA 800A4BBC 800A4BBE 800A4BC0 800A4BC2 800A4BC4 800A4BC6 800A4BC8 800A4BCA 800A4BCE 800A4BD0 800A4BD2 800A4BD4 800A4BD6 800A4BD8 800A4BDA 800A4BDC 800A4BDE 800A4BE0 800A4BE2 800A4BE4 800A4BE6 800A4BE8 800A4BEA 800A4BEC 800A4BEE 800A4BF0 800A4BF2 800A4BF4 800A4BF6 800A4BF8 800A4BFA 800A4BFC 800A4BFE 800A4C00 800A4C02 800A4C04 800A4C06 800A4C08 800A4C0A 800A4C0C 800A4C0E 800A4C10 800A4C12 800A4C14 800A4C16 800A4C18 800A4C1A 800A4C1C 800A4C1E 800A4C20 800A4C22 800A4C24 800A4C26 800A4C28 800A4C2A 800A4C2C 800A4C2E 800A4C30 800A4C32 800A4C34 800A4C36 800A4C38 800A4C3A 800A4C3C 800A4C3E 800A4C40 800A4C42 800A4C44 800A4C46 800A4C48 800A4C4A 800A4C4C 800A4C4E 800A4C50 800A4C52 800A4C54 800A4C56 800A4C58 800A4C5A 800A4C5C 800A4C5E 800A4C60 800A4C62 800A4C64 800A4C66 800A4C68 800A4C6A 800A4C6C 800A4C6E 800A4C70 800A4C72 800A4C74 800A4C76 800A4C78 800A4C7A 800A4C7C 800A4C7E 800A4C80 800A4C82 800A4C84 800A4C86 800A4C88 800A4C8A 800A4C8C 800A4C8E 800A4C90 800A4C92 800A4C94 800A4C96 800A4C98 800A4C9A 800A4C9C 800A4C9E 800A4CA0 800A4CA2 800A4CA4 800A4CA6 800A4CA8 800A4CAA 800A4CAC 800A4CAE 800A4CB0 800A4CB2 800A4CB4 800A4CB6 800A4CB8 800A4CBA 800A4CBC 800A4CBE 800A4CC0 800A4CC2 800A4CC4 800A4CC6 800A4CC8 800A4CCA 800A4CCE 800A4CD0 800A4CD2 800A4CD4 800A4CD6 800A4CD8 800A4CDA 800A4CDE 800A4CE0 800A4CE2 800A4CE4 800A4CE6 800A4CE8 800A4CEA 800A4CEC 800A4CEE 800A4CF0 800A4CF2 800A4CF4 800A4CF6 800A4CFA 800A4CFC 800A4CFE 800A4D00 800A4D02 800A4D04 800A4D06 800A4D08 800A4D0A 800A4D0C 800A4D0E 800A4D10 800A4D12 800A4D14 800A4D16 800A4D18 800A4D1A 800A4D1C 800A4D1E 800A4D20 800A4D22 800A4D24 800A4D26 800A4D28 800A4D2A 800A4D2C 800A4D2E 800A4D30 800A4D32 800A4D34 800A4D36 800A4D38 800A4D3A 800A4D3C 800A4D3E 800A4D40 800A4D42 800A4D44 800A4D46 800A4D48 800A4D4A 800A4D4C 800A4D4E 800A4D50 800A4D52 800A4D54 800A4D56 800A4D58 800A4D5A 800A4D5C 800A4D5E 800A4D60 800A4D62 800A4D64 800A4D66 800A4D68 800A4D6A 800A4D6C 800A4D6E 800A4D70 800A4D72 800A4D74 800A4D76 800A4D78 800A4D7A 800A4D7C 800A4D7E 800A4D80 800A4D82 800A4D84 800A4D86 800A4D88 800A4D8A 800A4D8C 800A4D8E 800A4D90 800A4D92 800A4D94 800A4D96 800A4D98 800A4D9A 800A4D9C 800A4D9E 800A4DA0 800A4DA2 800A4DA4 800A4DA6 800A4DA8 800A4DAA 800A4DAC 800A4DAE 800A4DB0 800A4DB2 800A4DB4 800A4DB6 800A4DB8 800A4DBA 800A4DBC 800A4DBE 800A4DC0 800A4DC2 800A4DC4 800A4DC6 800A4DC8 800A4DCA 800A4DCE 800A4DD0 800A4DD2 800A4DD4 800A4DD6 800A4DD8 800A4DDA 800A4DDC 800A4DDE 800A4DE0 800A4DE2 800A4DE4 800A4DE6 800A4DE8 800A4DEA 800A4DEC 800A4DEE 800A4DF0 800A4DF2 800A4DF4 800A4DF6 800A4DFA 800A4DFC 800A4DFE 800A4E00 800A4E02 800A4E04 800A4E06 800A4E08 800A4E0A 800A4E0C 800A4E0E 800A4E10 800A4E12 800A4E14 800A4E16 800A4E18 800A4E1A 800A4E1C 800A4E1E 800A4E20 800A4E22 800A4E24 800A4E26 800A4E28 800A4E2A 800A4E2C 800A4E2E 800A4E30 800A4E32 800A4E34 800A4E36 800A4E38 800A4E3A 800A4E3C 800A4E3E 800A4E40 800A4E42 800A4E44 800A4E46 800A4E48 800A4E4A 800A4E4C 800A4E4E 800A4E50 800A4E52 800A4E54 800A4E56 800A4E58 800A4E5A 800A4E5C 800A4E5E 800A4E60 800A4E62 800A4E64 800A4E66 800A4E68 800A4E6A 800A4E6C 800A4E6E 800A4E70 800A4E72 800A4E74 800A4E76 800A4E78 800A4E7A 800A4E7C 800A4E7E 800A4E80 800A4E82 800A4E84 800A4E86 800A4E88 800A4E8A 800A4E8C 800A4E8E 800A4E90 800A4E92 800A4E94 800A4E96 800A4E98 800A4E9A 800A4E9C 800A4E9E 800A4EA0 800A4EA2 800A4EA4 800A4EA6 800A4EA8 800A4EAA 800A4EAC 800A4EAE 800A4EB0 800A4EB2 800A4EB4 800A4EB6 800A4EB8 800A4EBA 800A4EBC 800A4EBE 800A4EC0 800A4EC2 800A4EC4 800A4EC6 800A4EC8 800A4ECA 800A4ECE 800A4ED0 800A4ED2 800A4ED4 800A4ED6 800A4ED8 800A4EDA 800A4EDE 800A4EE0 800A4EE2 800A4EE4 800A4EE6 800A4EE8 800A4EEA 800A4EEC 800A4EEE 800A4EF0 800A4EF2 800A4EF4 800A4EF6 800A4EF8 800A4EFA 800A4EFC 800A4EFE 800A4F00 800A4F02 800A4F04 800A4F06 800A4F08 800A4F0A 800A4F0C 800A4F0E 800A4F10 800A4F12 800A4F14 800A4F16 800A4F18 800A4F1A 800A4F1C 800A4F1E 800A4F20 800A4F22 800A4F24 800A4F26 800A4F28 800A4F2A 800A4F2C 800A4F2E 800A4F30 800A4F32 800A4F34 800A4F36 800A4F38 800A4F3A 800A4F3C 800A4F3E 800A4F40 800A4F42 800A4F44 800A4F46 800A4F48 800A4F4A 800A4F4C 800A4F4E 800A4F50 800A4F52 800A4F54 800A4F56 800A4F58 800A4F5A 800A4F5C 800A4F5E 800A4F60 800A4F62 800A4F64 800A4F66 800A4F68 800A4F6A 800A4F6C 800A4F6E 800A4F70 800A4F72 800A4F74 800A4F76 800A4F78 800A4F7A 800A4F7C 800A4F7E 800A4F80 800A4F82 800A4F84 800A4F86 800A4F88 800A4F8A 800A4F8C 800A4F8E 800A4F90 800A4F92 800A4F94 800A4F96 800A4F98 800A4F9A 800A4F9C 800A4F9E 800A4FA0 800A4FA2 800A4FA4 800A4FA6 800A4FA8 800A4FAA 800A4FAC 800A4FAE 800A4FB0 800A4FB2 800A4FB4 800A4FB6 800A4FB8 800A4FBA 800A4FBC 800A4FBE 800A4FC0 800A4FC2 800A4FC4 800A4FC6 800A4FC8 800A4FCA 800A4FCE 800A4FD0 800A4FD2 800A4FD4 800A4FD6 800A4FD8 800A4FDA 800A4FDE 800A4FE0 800A4FE2 800A4FE4 800A4FE6 800A4FE8 800A4FEA 800A4FEC 800A4FEE 800A4FF0 800A4FF2 800A4FF4 800A4FF6 800A4FF8 800A4FFA 800A4FFC 800A4FFE 800A5000 800A5002 800A5004 800A5006 800A5008 800A500A 800A500C 800A500E 800A5010 800A5012 800A5014 800A5016 800A5018 800A501A 800A501C 800A501E 800A5020 800A5022 800A5024 800A5026 800A5028 800A502A 800A502C 800A502E 800A5030 800A5032 800A5034 800A5036 800A5038 800A503A 800A503C 800A503E 800A5040 800A5042 800A5044 800A5046 800A5048 800A504A 800A504C 800A504E 800A5050 800A5052 800A5054 800A5056 800A5058 800A505A 800A505C 800A505E 800A5060 800A5062 800A5064 800A5066 800A5068 800A506A 800A506C 800A506E 800A5070 800A5072 800A5074 800A5076 800A5078 800A507A 800A507C 800A507E 800A5080 800A5082 800A5084 800A5086 800A5088 800A508A 800A508C 800A508E 800A5090 800A5092 800A5094 800A5096 800A5098 800A509A 800A509C 800A509E 800A50A0 800A50A2 800A50A4 800A50A6 800A50A8 800A50AA 800A50AC 800A50AE 800A50B0 800A50B2 800A50B4 800A50B6 800A50B8 800A50BA 800A50BC 800A50BE 800A50C0 800A50C2 800A50C4 800A50C6 800A50C8 800A50CA 800A50CE 800A50D0 800A50D2 800A50D4 800A50D6 800A50D8 800A50DA 800A50DC 800A50DE 800A50E0 800A50E2 800A50E4 800A50E6 800A50E8 800A50EA 800A50EC 800A50EE 800A50F0 800A50F2 800A50F4 800A50F6 800A50F8 800A50FA 800A50FC 800A50FE 800A5100 800A5102 800A5104 800A5106 800A5108 800A510A 800A510C 800A510E 800A5110 800A5112 800A5114 800A5116 800A5118 800A511A 800A511C 800A511E 800A5120 800A5122 800A5124 800A5126 800A5128 800A512A 800A512C 800A512E 800A5130 800A5132 800A5134 800A5136 800A5138 800A513A 800A513C 800A513E 800A5140 800A5142 800A5144 800A5146 800A5148 800A514A 800A514C 800A514E 800A5150 800A5152 800A5154 800A5156 800A5158 800A515A 800A515C 800A515E 800A5160 800A5162 800A5164 800A5166 800A5168 800A516A 800A516C 800A516E 800A5170 800A5172 800A5174 800A5176 800A5178 800A517A 800A517C 800A517E 800A5180 800A5182 800A5184 800A5186 800A5188 800A518A 800A518C 800A518E 800A5190 800A5192 800A5194 800A5196 800A5198 800A519A 800A519C 800A519E 800A51A0 800A51A2 800A51A4 800A51A6 800A51A8 800A51AA 800A51AC 800A51AE 800A51B0 800A51B2 800A51B4 800A51B6 800A51B8 800A51BA 800A51BC 800A51BE 800A51C0 800A51C2 800A51C4 800A51C6 800A51C8 800A51CA 800A51CE 800A51D0 800A51D2 800A51D4 800A51D6 800A51D8 800A51DA 800A51DE 800A51E0 800A51E2 800A51E4 800A51E6 800A51E8 800A51EA 800A51EC 800A51EE 800A51F0 800A51F2 800A51F4 800A51F6 800A51F8 800A51FA 800A51FC 800A51FE 800A5200 800A5202 800A5204 800A5206 800A5208 800A520A 800A520C 800A520E 800A5210 800A5212 800A5214 800A5216 800A5218 800A521A 800A521C 800A521E 800A5220 800A5222 800A5224 800A5226 800A5228 800A522A 800A522C 800A522E 800A5230 800A5232 800A5234 800A5236 800A5238 800A523A 800A523C 800A523E 800A5240 800A5242 800A5244 800A5246 800A5248 800A524A 800A524C 800A524E 800A5250 800A5252 800A5254 800A5256 800A5258 800A525A 800A525C 800A525E 800A5260 800A5262 800A5264 800A5266 800A5268 800A526A 800A526C 800A526E 800A5270 800A5272 800A5274 800A5276 800A5278 800A527A 800A527C 800A527E 800A5280 800A5282 800A5284 800A5286 800A5288 800A528A 800A528C 800A528E 800A5290 800A5292 800A5294 800A5296 800A5298 800A529A 800A529C 800A529E 800A52A0 800A52A2 800A52A4 800A52A6 800A52A8 800A52AA 800A52AC 800A52AE 800A52B0 800A52B2 800A52B4 800A52B6 800A52B8 800A52BA 800A52BC 800A52BE 800A52C0 800A52C2 800A52C4 800A52C6 800A52C8 800A52CA 800A52CE 800A52D0 800A52D2 800A52D4 800A52D6 800A52D8 800A52DA 800A52DE 800A52E0 800A52E2 800A52E4 800A52E6 800A52E8 800A52EA 800A52EC 800A52EE 800A52F0 800A52F2 800A52F4 800A52F6 800A52F8 800A52FA 800A52FC 800A52FE 800A5300 800A5302 800A5304 800A5306 800A5308 800A530A 800A530C 800A530E 800A5310 800A5312 800A5314 800A5316 800A5318 800A531A 800A531C 800A531E 800A5320 800A5322 800A5324 800A5326 800A5328 800A532A 800A532C 800A532E 800A5330 800A5332 800A5334 800A5336 800A5338 800A533A 800A533C 800A533E 800A5340 800A5342 800A5344 800A5346 800A5348 800A534A 800A534C 800A534E 800A5350 800A5352 800A5354 800A5356 800A5358 800A535A 800A535C 800A535E 800A5360 800A5362 800A5364 800A5366 800A5368 800A536A 800A536C 800A536E 800A5370 800A5372 800A53

RE2 DEMO



THIRD TOUR CONT. Start a new game with the Everything's Happened Code as well as all previous Tour codes on Walk Through Walls, Unlock All and make your Main Location 1, while your Sub Location is OF. You'll begin at the screen shown below in the yellow hallway. Activate WTW, then run forward for exactly five seconds, counting slowly. Tap left twice to turn 90°. Now run forward for a few seconds. Leon should appear as shown. Turn off WTW, and turn off the GameShark. You can now check out all the basement rooms and the officers' quarters room. Just don't try to enter the parking lot, the game will crash.



Check out these eccentric stairs!

Graphic Display Section

THE CODE:
RESIDENT EVIL 2

Graphic View:
D00A02BC 0010
300A49D8 0000
D00A02BC 0020
300A49D8 00xx

There are certain graphics and locations inaccessible in the RE2 demo by any way other than the Graphics View code. This code will allow you to see the four locations below which can't normally be entered (two of them can, but only if you embark on the Third Tour as shown on the previous page) as well as view a number of extremely mysterious graphics in locations you know well. Many of these are also shown below. These close-ups and what-not were rendered for purposes unknown, perhaps puzzles that were cut and the like. There are also renders of cool unfinished angles 'n' stuff. To use this code, replace "xx" with the number of the location that you'd like to view the graphics of. Keep in mind that this code is limited only to graphics in Main Location 1. You can't view graphics from locations 0 or 2. Turn on the Walk Through Walls code as well, and start the game. At the title screen, hold down Triangle and begin a new game. Continue to hold Triangle until the game begins. You'll find yourself at the beginning of Tour 1. Proceed as normal. Before you descend the stairs, hold Triangle down again. While still holding it, descend. Now go to the first screen of the brown hallway and press Circle. This activates the code. As you walk along the hallway, the graphics corresponding to the location number you placed in the "xx" will be displayed. As well as the four locations below, try all of the locations in Main Location 1. You'll get super-wacky stuff like the examples shown below!

THE CODE:
BIO HAZARD 2

Graphic View:
D00A0704 0010
300A4E20 0000
D00A0704 0020
300A4E20 00xx



RANDOMANIA

Here's the crazy zone where I'm putting codes that I don't really have room for but want to show anyway. First, the Have All Files code... it's self-explanatory. Only the first four can be read, though - the rest crash. One of them, FAX, is in English but hard to read. The others have Japanese titles - if you can read Japanese, some of them will freak you out, as they don't appear in the final game - "Mansion Recovery Report," etc. Next is Pseudo Weapons. Replace "xx" with the number of any weapon from the Item list, and the gun you have equipped will fire bullets of the weapon you selected. You can check out the weapons that crash the game this way. However, most do no damage, and are only graphical effects. Some (like the Rocket Launcher) will crash if you fire them at an enemy, and some do nothing whatsoever. I recommend the Fire Grenades. They're fun - any walls you fire them at start burning. Wheel Next are two codes that only work in RH2 - I couldn't find equivalents in RE2. The first makes the game run at 60 frames when there are less than four zombies on screen. The second will freeze the game when you flick the GS switch up. Flick the switch up when the speech begins in the gun shop to hear voice that didn't make it into the final game! When the voice ends, flick it back down.

RANDOM CODES:

BIO HAZARD 2
Have All Files:
800A5018 FFFF
800A501A FFFF
Pseudo Weapons:
300A2098 00xx
60fps Mode:
8007F66C 0000
Game Freeze:
8008912C 0001

RANDOM CODES:

RESIDENT EVIL 2
Have All Files:
800A4BD0 FFFF
800A4BD2 FFFF
Pseudo Weapons:
300A1C4A 00xx

Comparisons That Rock the House Down



NOT JUST A BUNCH OF MOVE LISTS

NOT JUST THE FIRST FOUR LEVELS

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NOT JUST SECRET CODES

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